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# WILD ARMS™

## UNAUTHORIZED GAME SECRETS

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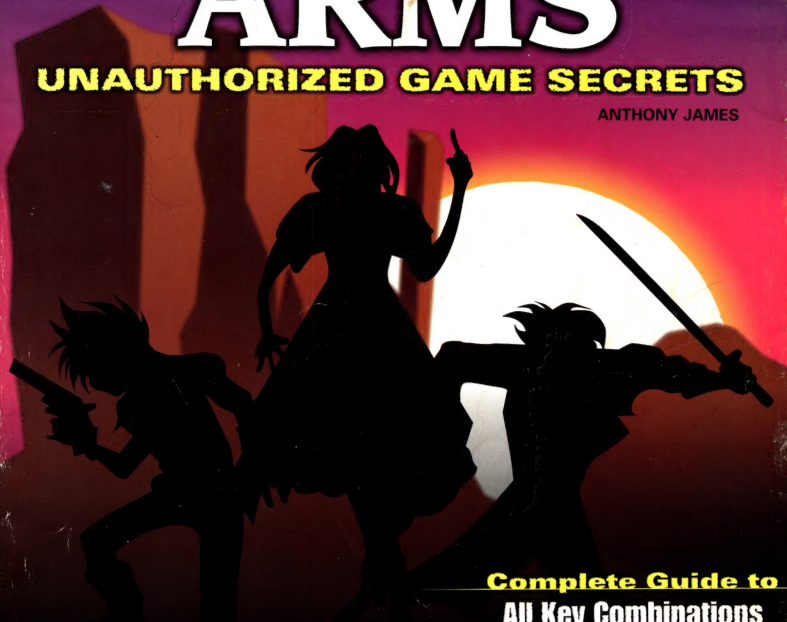

**Complete Guide to**

**All Key Combinations and Special Moves**

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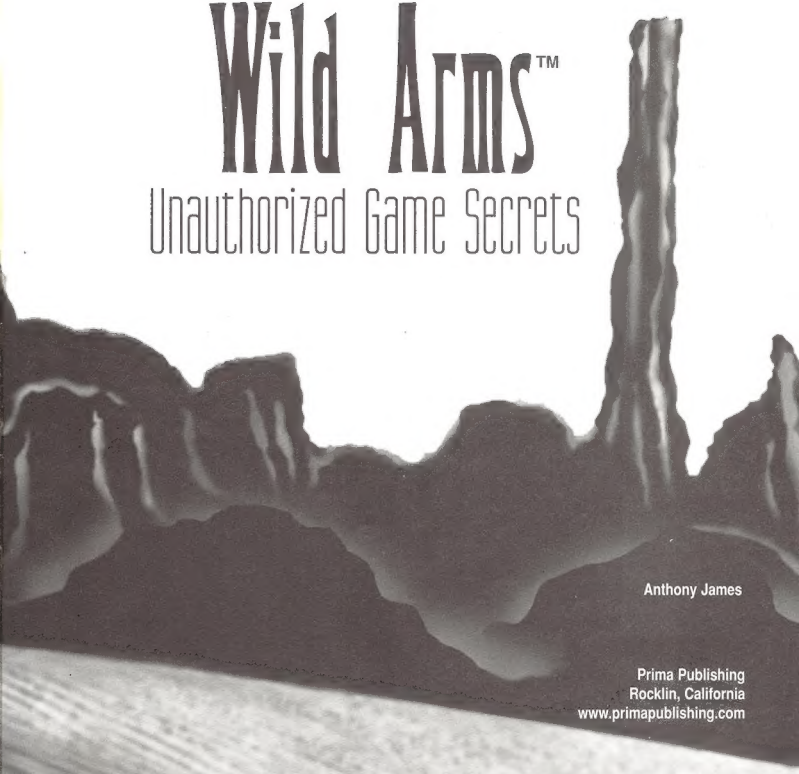
# Wild Arms™

## Unauthorized Game Secrets



Anthony James

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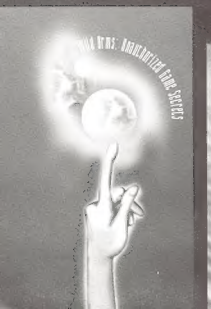
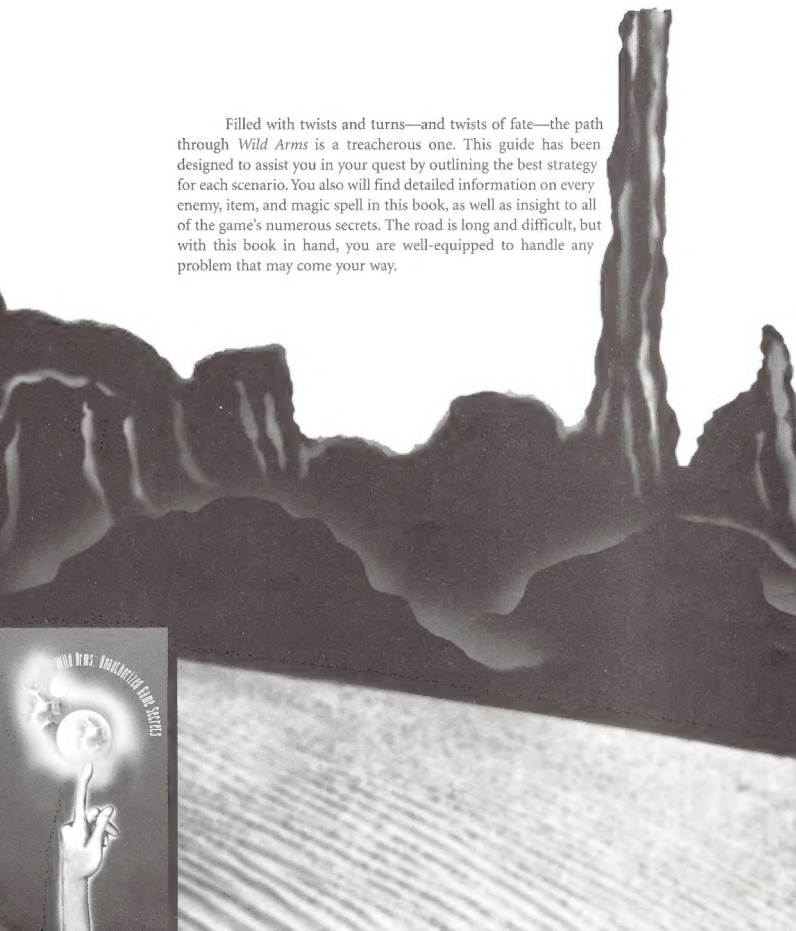
# Introduction



OVER THE PAST FEW YEARS, the Sony Playstation has become home to some of the best role-playing games on the market. Among Sony's high-quality games—*Suikoden, Vandal Hearts, Beyond the Beyond,* and *King's Field*—a new title can be added—*Wild Arms.* Hailed as the "greatest RPG on the Playstation yet," *Wild Arms* blends an isometric, exploratory perspective with 3-D polygonal battle sequences, creating an attractive game with top-line graphics and interesting, intriguing action sequences. Indeed, the easy-to-use interface, action-driven music, and outstanding story line contribute to a most pleasurable game experience. *Wild Arms* ensures that the wait for *Final Fantasy VII* will have been time well-spent.

Filled with twists and turns—and twists of fate—the path through *Wild Arms* is a treacherous one. This guide has been designed to assist you in your quest by outlining the best strategy for each scenario. You also will find detailed information on every enemy, item, and magic spell in this book, as well as insight to all of the game's numerous secrets. The road is long and difficult, but with this book in hand, you are well-equipped to handle any problem that may come your way.



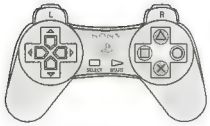
# The History of Noble Filgaia

ONCE THE WORLD OF FILGAIA was a thriving, peaceful community which prospered under the watchful eye of the Guardians. That peace was shattered, though, when a vicious race of Metal Demons invaded Filgaia after the destruction of their own planet, Hiades. To combat the invaders, three races—the Guardians, Humans, and Elws—joined forces to battle their common enemy. After a grueling, gory war, the native Filgaians' efforts proved successful as the Metal Demons were driven to the arctic regions of the planet. The war, however, had taken its toll on the allies as well. Disgusted with their own brutality and the selfishness of the humans, the Elws abandoned the land for another dimension. And the Guardians, drained from their war efforts, gradually faded into the elements, until all that remained were legends of their existence.

Now after 1000 years, Filgaia has returned to prosperity, as the memories of war have been left in the past. But all is not well, for the Metal Demons have rebuilt their forces and plan to resume their assault on the land. The only chance to stop this onslaught lies with the abilities of three courageous warriors summoned by the Guardians. You must guide the heroic trio of Rudy, Cecilia, and Jack on their quest against the Metal Demons. To preserve Filgaia's safety, you must use these warriors' collective skill, strength, ingenuity, magic, and will to defeat the Metal Demons. Truly, you control their destinies—and the destiny of Filgaia.

# Chapter 1 Game Basics

# Game Controls




| Buttons | Description |
|---|---|
| Directional | Moves your character; moves the cursor. |
| Triangle | Calls up field commands. When an item or action is highlighted, briefly describes its function. |
| Square | Activates a tool. |
| X | Accepts a command in combat; in exploratory situations, performs an action (e.g., Talk, Search, Collect, Throw, or Dash). |
| Circle | Cancels an action. |
| Start | Cycles through the three main heroes; cycles through a particular character's tools. |
| Select | Calls up the "Magic Map." |
| L1 & R1 | Cycles through different characters on the Status or Equipment Menus. |
| L2 & R2 | Cycles through the Items Screen. |

# General Hints

## Exploration and Navigation

+ Break and search everything! Hidden items abound in boxes, barrels, and other things throughout the game. The only way to find them is to be thorough.

+ The World Exploration screen covers a vast amount of territory. Be sure to use the signposts scattered throughout the land to improve your navigation through Filgaia.

+ You can highlight any item in your inventory and press the Triangle button to see what the item does. This feature is extremely helpful, as there are hundreds of different items in the game.

+ Each time you get a new vehicle, explore the Map. You will be surprised at what you find.

## Character Strategies

+ When faced with a difficult situation, consider who may be best suited to handle it. Each character deals with a given situation differently, depending on which tools he or she has. Some characters obviously will perform more effectively than other characters in certain situations.

+ Rudy's ARMs are very powerful when they are upgraded and extremely helpful in difficult battles. Rudy gains ARMs at a fairly consistent rate throughout the game. If you run out of an ARM's firepower, you will not have to wait long before finding another ARM fairly soon. Once you find another ARM, fire like mad all over again.

+ Remember that Runes affect your characters' attributes. Pay attention to see whether equipping a Rune raises or lowers a particular character's attributes.

+ Use Cecilia's Mystic Force Power on different items. This spell will enhance the item to its full potential.

## Towns

- When you enter a town, use Rudy's Radar (if you have it). Rudy's Radar allows you to find all of the hidden items.
- Whenever you enter a town, talk to all the townsfolk. Although a town's citizens may look unimportant and uninteresting, they can provide you with valuable information for your quest.
- When you find a new town, look for weapon shops. There is a good chance that the town will have excellent weaponry for your characters.

## Dungeons

- When you are in a Dungeon, the risk of attack increases. Use Hanpan to reach all of the chests.
- You can use Cecilia's Watch in the Dungeons to return to the entrance of any room. This will reduce your travel time considerably.
- When Rudy acquires his Skates, you can travel through Dungeons quickly. You cannot turn with the skates, but skating quickly through the dungeons greatly lowers the risk of monster attacks.
- If you see a Magic Encampment Symbol in a Dungeon, you are probably near a boss. Be prepared for battle!
- If you enter a Dungeon with monsters that are too powerful, fight some of them at the entrance to gain Experience Points. If your party is weakened, return to a town to heal members of your party. Building your characters' attributes will make the game much easier to play.

## Health and Power

+ When you travel, stock up as many Heal Berries as you can. Heal Berries only heal up to 200 Hit Points, but you can carry 99 of them. Use the berries to heal yourself when you are out of combat. Save the more powerful healing agents and spells when you need them most—in the midst of major battles.

+ Stock up on remedies and antidotes. Getting poisoned when you do not have an antidote can ruin your game fast.

+ Save your Bullet Clips and your Magic Carrots for emergencies. You never know when you will need some extra firepower or magic in a life-or-death situation.

## Battle Strategies

+ When you fight a group of mixed enemies, eliminate the most dangerous enemies first. It only takes one Sleep Spell to put your party to rest.

+ Pay attention when you attack tougher enemies and bosses. In fact, some attacks can heal your enemy, not hurt him. If you fight a boss who uses Fire Magic, for example, fire-based spells will help him recover.

+ Try to anticipate what the enemy will do during the next round. Also, pay attention to the order in which your characters should attack a particular enemy. If Rudy is almost dead and Jack always goes first against a particular enemy, Jack should heal Rudy. If Rudy always goes last in this same instance, the enemy will have a turn at him and probably finish him off.

+ If you are attacked by a group of enemy forces, focus your attack on one enemy at a time. If you weaken a few, they all will continue to attack you. Each enemy you eliminate is one less enemy attacking you per round. The best defense in Wild Arms is a powerful offense.

+ If your Force Powers increase, use the Runes on enemy characters. Summoning a Guardian doesn't cost you anything.

## Magic

+ If you fight an enemy that uses magic to alter your characters' states of consciousness (Sleep, Disease, Bad Omen, Paralysis), use the Lock Status Spell. This lock will protect the heroic trio from adverse effects.

+ Experiment with spells to find which ones work best with particular strategies. Be sure to get the Heal, Escape, Teleport, Remedy, and Hyper spells as quickly as possible.

## Saving Your Game

+ Save your game as frequently as you possibly can. There's nothing worse than making great progress through the game only to see it wiped out by one careless mistake.

Try to employ these general strategies to specific adventures as you work through the game in the next chapter. You will find that these methods will help you maximize your efficiency and effectiveness as you battle the Metal Demons to save your noble, happy land of Filgaia.

# The Heroes

In your quest, you will have three very unique characters at your disposal. Each of the characters have specific strengths that are necessary to overcome the many obstacles that you will encounter on your journey. If they work as a team and focus their efforts, Filgaia will be saved.

## Rudy

Rudy begins the game as a hired hand in a small town. His heroic efforts reward him with nothing more than banishment from his village. He is an excellent fighter and he is the only character that is able to use the powerful weapons known as ARMs. He cannot use magic, but he can equip himself with awesome firepower that more than makes up for his lack of magical abilities. As he progresses in his quest, he will learn the power of self-sacrifice.

## Jack

Jack begins his quest as a treasure hunter. He can grapple over pits and evade traps. His pal Hanpan aids him by collecting treasure and unlocking doors. As the story progresses, you learn that Jack was once a knight whose cowardice cost his friends their lives. Jack must redeem himself in his quest. As Jack gains experience, he will learn magical sword techniques that will cause serious damage to your foes. As the quest progresses, Jack's techniques get more and more powerful. His abilities enable the party to bypass the pitfalls of the many dungeons. Without Jack, the party would not be able to enter many of the perilous areas of Filgaia.

## Cecilia

Cecilia is a princess who was sent away to school. She dreams of casting spells and fighting demons. Her wishes come true. She will cast all of the magical spells for the party. She is responsible for healing, curing allies, and casting offensive spells. Cecilia will go through many changes as she travels with Rudy and Jack. She will relate to the guardians on a higher level than anyone in Filgaia. Her innocence will be a powerful asset to the party.

When Rudy, Jack, and Cecilia fight together, they make an almost unbeatable team. If they act together, they may be able to save Filgaia. If not, Filgaia is doomed.

# ARMs

The ARMs or Ancient Relic Machines are some of Rudy's main weapons to attack with. As you progress through the game, you'll find new ARMs and even have the ability to upgrade them. Here's a list of each of the available ARMs.

| ARM | ATP | HIT % | MAX BULLETS | TARGETS |
|---|---|---|---|---|
| Hand Cannon | 90 | 99% | 8 | Single Enemy |
| Prism Ray | 70 | 94% | 8 | Enemy Group |
| Rocket Launcher | 250 | 89% | 5 | Single Enemy |
| Twin Orbs | 85 | 85% | 5 | Single Enemy |
| Bazooka | 200 | 84% | 5 | Enemy Group |
| Phaser | 315 | 99% | 8 | Single Enemy |
| Wild Bunch | 380 | 59% | 3 | Single Enemy |
| Arch Smash | 470 | 84% | 3 | All Enemies |

Note: ATP = Attack Points, Hit % = Accuracy Rate

# Fast Draw Techniques

As you travel, Jack will learn hints on his Fast Draw Techniques. Once he has gained a hint, you must try and master these techniques in battle.

| NAME | LOCATION |
|---|---|
| Psycho Crack | Start |
| Sonic Buster | Mountain Pass |
| Meteor Dive | Mount Zenom |
| Trickster | Port Timmey |
| Soul Breaker | Adlehyde |
| Divide Shot | Tripillar |
| Blast Charge | Epitaph Sea |
| Heal Blade | Sand River |
| Guilty Blade | Gemini's Corpse |
| Magnum Fang | Demon's Lab |
| Shadow Bind | Dead Sanctuary |
| Phazer Zapp | De La Metallica(Secret Library) |
| Slash Rave | Sacred Shrine |
| Cosmic Nova | Gemini's Corpse |
| Void | Arctica Castle |
| Trump Card | Malduke |

# Runes

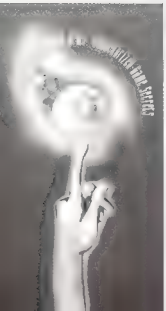
Finding the Runes a.lows the party to utilize the abilities of the Guardians. These are the Runes and the power they instill in each character when equipped.

| Name | Guardian | Location |
|---|---|---|
| Water | Stoldark | Sacred Library |
| Earth | Gurdijeff | Guardian Shrine |
| Wind | Fengalon | Guardian Shrine |
| Fire | Moa Gault | Guardian Shrine |
| Summit | Denogeno | Mt. Zenom |
| Saint | Ione Paua | Saint Centour |
| Death | Ge Ramtos | Maze of Death |
| Thunder | Nua Shakk | Sweet Candy |
| Flash | Stare Roe | Pleasing Garden |
| Triton | Lucadia | Dragon Shrine |
| Star | Rigdobrite | Ruins of Photosphere |
| Ice | Aru Sulato | Snow Ravine (Island on Overworld) |

ATTRIBUTES

Cecilia: Sor + 23 Mgr + 11
Rudy: Sor + 10 Mgr + 5
Jack: Sor + 19 Mgr + 10
**Cecilia: Vit + 25 Dfp + 12**
**Rudy: Vit + 34 Dfp + 17**
**Jack: Vit + 25 Dfp + 12**
Cecilia: Res + 13 Pry + 2%
Rudy: Res + 11 Pry + 1%
Jack: Res + 15 Pry + 1%
**Cecilia: Str + 27 Atp + 27**
**Rudy: Str + 37 Atp + 37**
**Jack: Str + 46 Atp + 46**
Cecilia: Vit + 50 Dfp + 25
Rudy: Vit + 68 Dfp + 34
Jack: Vit + 51 Dfp + 25
**Cecilia: Str + 54 Atp + 54**
**Rudy: Str + 74 Atp + 74**
**Jack: Str + 92 Atp + 92**
Cecilia: Sor + 70 Mgr + 35
Rudy: Sor + 31 Mgr + 15
Jack: Sor + 59 Mgr + 30
**Cecilia: Res + 27 Pry + 3%**
**Rudy: Res + 23 Pry + 3%**
**Jack: Res + 30 Pry + 3%**
Cecilia: Str + 27 Vit + 25 Res + 13 Atp + 27 Dfp + 12 Pry + 2%
Rudy: Str + 37 Vit + 34 Res + 11 Atp + 37 Dfp + 17 Pry + 1%
Jack: Str + 46 Vit + 25 Res + 15 Atp + 46 Dfp + 12 Pry + 1%
**Cecilia: Vit + 50 Sor + 46 Dfp + 25 Mgr + 23**
**Rudy: Vit + 68 Sor + 21 Dfp + 34 Mgr + 10**
**Jack: Vit + 51 Sor + 39 Dfp + 25 Mgr + 20**
Cecilia: Str + 25 Vit + 25 Sor + 23 Res + 13 Atp + 27 Dfp + 12 Mgr + 11 Pry + 2%
Rudy: Str + 37 Vit + 34 Sor + 10 Res + 11 Atp + 37 Dfp + 17 Mgr + 5 Pry + 1%
Jack: Str + 46 Vit + 25 Sor + 19 Res + 15 Atp + 46 Dfp + 12 Mgr + 10 Pry + 1%
**Cecilia: Str + 54 Vit + 25 Res + 13 Atp + 54 Dfp + 12 Pry + 2%**
**Rudy: Str + 74 Vit + 34 Res + 11 Atp + 74 Dfp + 17 Pry + 1%**
**Jack: Str + 92 Vit + 25 Res + 15 Atp + 92 Dfp + 12 Pry + 1%**

| Name | Guardian | Location |
|---|---|---|
| Heavens | Solus Emsu | Deserted Island(Island on Overworld) |
| **Sword** | **Equitess** | **Ancient Altar** |
| Castle | Zelduke | Adlehyde |
| **Life** | **Odoryuk** | **Forest Prison** |
| Hades | Duras Drum | De La Metalica(Sacred Library) |
| **Love** | **Raftina** | **Vassim's Lab** |
| Courage | Justine | Arctica Castle |
| **Hope** | **Zephyr** | **Baskar Village** |
| Chrono | Dan Dairam | Illusion Temple |



ATTRIBUTES

Cecilia: Str + 27 Sor + 46 Res + 13 Atp + 27 Mgr + 23 Pry + 2%
Rudy: Str + 37 Sor + 21 Res + 11 Atp + 37 Mgr + 10 Pry + 1%
Jack: Str + 46 Sor + 39 Res + 15 Atp + 46 Mgr + 20 Pry + 1%
**Cecilia: Str + 9 Atp + 109**
**Rudy: Str + 149 Atp + 149**
**Jack: Str + 184 Atp + 184**
Cecilia: Vit + 100 Dfp + 50
Rudy: Vit + 136 Dfp + 68
Jack: Vit + 102 Dfp + 51
**Cecilia: Str + 54 Vit + 50 Atp + 54 Dfp + 25,**
**Rudy: Str + 74 Vit + 68 Atp + 74 Dfp + 34**
**Jack: Str + 92 Vit + 51 Atp + 92 Dfp + 25**
Cecilia: Sor + 93 Mgr + 46
Rudy: Sor + 42 Mgr + 21
Jack: Sor + 78 Mgr + 39
**Cecilia: Str + 13 Vit + 50 Sor + 70 Res + 6 Atp + 13 Dfp + 25 Mgr + 35 Pry + 1%**
**Rudy: Str + 18 Vit + 68 Sor + 31 Res + 5 Atp + 18 Dfp + 34 Mgr + 15 Pry + 1%**
**Jack: Str + 23 Vit + 51 Sor + 59 Res + 7 Atp + 23 Dfp + 25 Mgr + 30 Pry + 1%**
Cecilia: Str + 54 Vit + 25 Res + 11 Atp + 54 Dfp + 12 Pry + 4%
Rudy: Str + 74 Vit + 34 Res + 35 Atp + 74 Dfp + 17 Pry + 4%
Jack: Str + 92 Vit + 25 Res + 45 Atp + 92 Dfp + 12 Pry + 4%
**Cecilia: Str + 54 Vit + 50 Sor + 23 Res + 13 Atp + 54 Dfp + 25 Mgr + 11 Pry + 2%**
**Rudy: Str + 74 Vit + 68 Sor + 10 Res + 11 Atp + 74 Dfp + 34 Mgr + 15 Pry + 1%**
**Jack: Str + 92 Vit + 51 Sor + 19 Res + 15 Atp + 92 Dfp + 25 Mgr + 10 Pry + 1%**
Cecilia: Sor + 117 Mgr + 58
Rudy: Sor + 53 Mgr + 26
Jack: Sor + 98 Mgr + 49

Your heroes, when combined with their formidable arsenal, will make a team that is well balanced and strong. It is up to you to exploit each member's special talents to restore harmony to the lands of Filgaia. Happy hunting.

# Chapter 2

# High Adventure to Save Filgaia

# Introductory Adventures

NOTE: *You can complete the first three missions in any order depending on which character you select first.*

## Curan Abbey

### Objective

+ Free Stoldark, a Guardian trapped within the sealed Library.

### The Enemy

+ Blue Books
+ Gagisons
+ Nelgaul

### Magic, Munitions, and More ...

+ Crest Graph
+ Pocket Watch
+ Mystic Apple
+ Heal Berries
+ Gella
+ Medicine
+ Magic Carrot
+ Water Rune

## Mission

CECILIA'S ADVENTURE BEGINS in the midst of a daydream as strange voices warn her to face the oncoming darkness. Disoriented, Cecilia awakes to find herself in a classroom in the Curan Abbey, where she grew up. Because she recently turned 17, Cecilia's friends remind her that she must journey to Adelhyde to fulfill her destiny.

Use this opportunity to explore the Abbey. As you enter the Library, you notice that it is quite disorderly. You cannot clean the Library until you have the Pocket Watch. In the next room on the far east side of the building, speak with the teacher to get a Crest Graph. Exit from the main building in the southeastern corner, and head towards the kitchen. Search the barrels at the kitchen's southern end to find a Mystic Apple.

Next, go down the eastern staircase, just to the west of the kitchen. Here you will meet Anje. She instructs you to use the Tear Drops on the Guardian Stone. Go to the desk and push the Tools Button (the Square Button). When you push the button, the two items react with each other. As a reward, Anje gives you the Pocket Watch. After receiving the Pocket Watch, climb the stairs and explore the rest of the Abbey. Take the western staircase to the bedroom and search the barrels. You will find 20 Gella. In the Magic Shop, search the barrels to find a Heal Berry.

Return to the Library and use the Pocket Watch to clean the mess. Cecilia finds that one book remains out of place. Moving closer to the book, the voice from the dream asks her to release it from the sealed Library. By speaking with people throughout the Abbey, you discover some clues and hear some rumors about the sealed Library and the statues in the Courtyard. Exit through the south-central door from the Abbey's northern building to reach the Courtyard. Push a switch on each statue. Next, push the statues, so that their original positions are reversed. Once each statue is repositioned, push the Tools Button to activate the Tear Drops Crystal. Return to the Abbey.

On the northern wall, a strange symbol appears, and the voice calls Cecilia again. Use the Tools Button once more to activate the Tear Drops Crystal; this will transport you to a new area.

In this new location, go downstairs and, in the room with boxes, destroy the box in the northwest corner. Step on the red floor switch to open the door. Continue down more stairs to the next room with boxes. Throw a box at the crystal against the western wall to open the next door. Before leaving, search the chests to find a Medicine and a Magic Carrot.

At the bottom of the staircase, you engage in your first battle with a Blue Book. A simple Flame Spell destroys this foe quickly. In the next room, carry a box to the western switch to activate the crystal. Once the crystal is activated, throw the box at it to open the door. Be sure to search the two treasure chests to find two Heal Berries before advancing to the next room.

The next room is a large Library. Read the volumes and proceed to the stairs. Here you encounter more enemies—either Blue Books or Gagisons. Either one can be defeated with a Flame Spell. But do beware of the Gagison's poison. On the Library's second floor, search the eastern wing to find a Capuche in the treasure chest and a Green Book in the southeastern corner. Take the book to the third floor and throw it into the flames along the northern wall. The second Green Book is located behind the second to last bookshelf on the western side of the second level. Throw this book into the flames as well. On the eastern side of the third level, you find the last Green Book. Throw this book into the flames, and a secret door opens on the second floor.

The Forbidden Book is in this secret room, and upon opening it, Nelgaul, the Book Demon, is released. You must use both Flame Spells to weaken the enemy and Heal Spells to refresh Cecilia. Upon defeating Nelgaul, the shadowy figure from Cecilia's dream—Stoldark, the Water Guardian—appears. After explaining how Filgaia is destined for new troubles, Stoldark transforms into a Water Rune for Cecilia. Cecilia takes the Water Rune, bids farewell to her friends and teachers at the Abbey, and sets off in search of her destiny.

# Village of Surf

## Objective

+ Find the missing boy and Holy Berries in the Berry Cave.

## The Enemy

+ Goblins
+ Balloons
+ Tatzelbelm
+ Zombie

## Magic, Munitions, and More ...

- Heal Berry
- Power Apple
- Hardy Apple
- Agile Apple
- Light Shroom
- Gella
- Bombs
- Holy Symbol
- Holy Berry

## Mission

In the Village of Surf, Rudy works in the village stables. As payment for his service, his boss gives him a Heal Berry. In the stables, toss the boxes that line the western barn's walls to find a Hardy Apple and another Heal Berry. Talk to everyone outside of the stables to learn more about the village.

At the house in the southeastern corner of the village, search the barrel along the house's eastern wall to find 20 Gella. In the northwestern corner of the town, you find two more Heal Berries—one in a barrel, the other in a box. To the west of the well, throw a chicken at the house to the west to find a Light Shroom. Search the barrel to find more Gella. Next, head towards the Inn. You will find some more Gella in the barrel in the northeastern corner. Go upstairs to collect the Bombs Tool from Mayor Pifer as a reward for your good work in the stables. As Mayor Pifer hands you a tool to shoot Bombs, a man bursts into the room and informs you that a child is missing in the Berry Cave. This child's life is in extreme danger, for the cave is full of monsters.

After stocking up on supplies, leave the village at the southern gate and head southeast towards Berry Cave. In the first section of the cave, throw the smaller boxes to clear a space and use a Bomb to destroy the large box. Collect the Heal Berry and continue through the caverns. You probably will come across some Goblins or Balloons. They are not too strong and can be defeated easily with normal attacks. When you reach a statue that blocks a passageway, pull the lever to clear the way. After pulling the lever, you notice some treasure chests with more Gella. Ignore the "Do not destroy" sign that blocks the passage—just blow it up. You now see another lever that opens another passageway. The next two treasure chests you discover contain a Heal Berry and a Holy Symbol. After collecting these resources, descend a long staircase. Look for an unusual rock formation slightly to the west and use a Bomb to destroy it. This action creates a new tunnel opening

that leads to a room with three treasures—a Hardy Apple, a Power Apple, and an Agile Apple. There are two more levers to the southwest. First pull the western lever and then the eastern one to move the two statues out of your way. Just beyond the statues, you will find a Bullet Clip, a Magic Encampment Symbol, and the missing boy, Tony, who has come to the cave in search of Heal Berries for his father.

After using a Bomb to clear another path, enter the room on the north and collect the Bandanna from the chest in the water along the eastern wall. Continue north through the water to find the Holy Berries. Taking the Holy Berries unfortunately causes an earthquake throughout the land and draws the ire of a Zombie who stalks the caves. In this battle, use Rudy's Hand Cannon to decimate the opponent in a matter of rounds. When the townspeople see Rudy in action, they begin to grow fearful of his command over this forbidden power, this ARM. The townsfolk believe that he is cursed, and that he will bring more chaos to the village. A vote is taken to banish Rudy from the village, and, saddened by this turn of fate, Rudy leaves to search for his own destiny.

# The Temple of Memory

## Objective

- Escape from the depths of the Temple of Memory.

## The Enemy

- Balloons
- Skeletons
- Pillbugs

## Magic, Munitions, and More …

- Heal Berry
- Cowboy Hat
- Hide Glove

## Mission

Treasure hunting Jack and his faithful companion Hanpan enter the Temple of Memory in search of ultimate power. Unfortunately, they find themselves trapped in the depths of the Temple after failing to answer the correct password in the entrance hall. Have Jack open the treasure chest just outside the starting point to find a Heal Berry. Along the northeastern wall is a tunnel with a switch. Step on the switch to activate it. Now, return to the western edge of the level and proceed north. You discover a treasure chest beyond your reach on the other side of a deep chasm. Align yourself with the chest and press the Tool Button to send Hanpan across to collect the Cowboy Hat.

After getting the Cowboy Hat, go down the staircase in the central hall of the level. You see a long pathway with three blocks and several spike traps. While it may appear that the blocks are needed to pass through the spikes, simply dash across to escape injury. At the path's end, you find a treasure chest with a Heal Berry. Get the Heal Berry and exit through the southeastern door to activate the floor switch. Return to the room and exit through the southwestern door to reach the gate opened by the switch.

After passing through the gate, go down another staircase into a new room. Be careful of the spear traps that line the walls in this room. To avoid these traps, you must time them carefully or dash through all of them to gather the Heal Berries in each chest. Because the northwestern gate is closed, head through the northeastern door first and follow the path until you reach a chasm. Across the chasm is a switch. Push the center tile into the chasm to line up with the switch. Use Hanpan to shoot across the chasm to activate the switch, which opens the northwestern gate.

Go through the northwestern gate which leads to a Magic Encampment Symbol where you can save your progress to this point. In the next room, you come to a long hallway in the north with a row of spike traps. Dash through the hallway, and, in the adjacent room, activate the two red floor switches. (Watch out for the surrounding spikes.) Activating these switches reveals a third floor switch in the center of the room, which, when activated, opens the next gate. In the next room, head to the southwestern corner to find chests with a Heal Berry and a Hide Glove. The exit to this room is in the northwest corner.

In the final chamber, you find two blue floor switches which, unlike previous floor switches, are not activated by simply stepping on them. To activate them, stand on one facing towards the second and shoot Hanpan across to the other switch. Jack and Hanpan will be transported to a secret room with a mysterious machine. After turning the machine on, Jack concludes that it must be some kind of Elw data storage device. A holographic image appears with a warning "not to seek Lolithia." Jack and Hanpan are intrigued by the talk of the "Land of Light" and "an ultimate power." Leaving the Temple, they decide to go to Adelhyde to search for more information—towards their own destinies?

# The Quest: The Trek to Adelhyde

## Adelhyde

### Objective

✚ Journey to Adelhyde to combine the forces of Cecilia, Rudy, and Jack.

### The Enemy

✚ None

### Magic, Munitions, and More ...

✚ Gella
✚ Heat Salve
✚ Hardy Apple
✚ Power Apple
✚ Crest Graph
✚ Heal Berry
✚ Magic Carrot
✚ Antidote

### Mission

With the three introductory missions complete, our heroes must trek to Adelhyde. With Cecilia, head northeast to Adelhyde.

Search the barrels in the Inn to collect 50 Gella. In the center of the ground level of the town, you find Professor Emma's house. Speak with her about hiring you to investigate the mysterious events at Lolithia's Tomb. Before beginning your investigation, however, you must wait until the trio has come together.

Proceed to the second level of Adelhyde and go to the far northeastern corner to find a young girl hidden behind the trees. Take her Heat Salve and head west towards the center of the second level. In a small room with a number of boxes, you find a Hardy Apple and a Power Apple. Adelhyde Castle stands on the third level. Note that, within the western wing, there is a Magic Door that can only be opened

by the Magic Key. Ignore the door for now, but be sure to search for a Crest Graph in the northeastern patio of the castle.

At this point, you should cycle to one of the other two characters and move him to Adelhyde. When all three meet, your heroic party will be formed. Explore the city with the other characters. Be sure to use Rudy's Bombs to destroy the large boxes to collect a Heal Berry, a Magic Carrot, and an Antidote. At the Inn, reload Rudy's ammunition, and then proceed to Professor Emma's house to upgrade his ARM. It costs a considerable amount of Gella to do this, but to have the best equipment at your disposal is worth the expense.

After thoroughly exploring the city, leave the town and head north to Lolithia's Tomb.

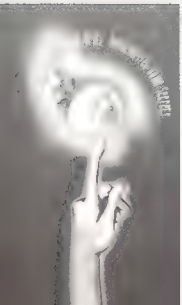
# Lolithia's Tomb

## Objective

+ Assist Emma in excavating Lolithia's Tomb and unearthing the hidden treasure.

## The Enemy

+ Tatzelbelm
+ Aipeloss
+ Rat Monkey
+ Pillbug
+ Enpusa
+ Magtortous



## Magic, Munitions, and More ...

+ Potion Berry
+ Heal Berry
+ Mystic Apple
+ Power Apple
+ Magic Carrot
+ Buckler
+ Crest Graph
+ Gella

## Mission

Enter the tomb and speak with everyone you meet. In the first section of the level, enter the two small rooms on the first floor to find treasure chests with a Potion Berry, a Heal Berry, a Mystic Apple, and a Power Apple. After collecting these treasures, climb the ladder to enter the northwestern chamber. Here you find Professor Emma, who spurs you onward. Do you see the weak wall behind her? Use Rudy's Bomb to destroy the wall, and take the Buckler from the ledge behind the wall.

After clearing the first section, continue north through the walkway and continue to use Rudy's Bombs to clear debris and obstacles at each entrance. When you arrive at the first purple barrier east of the staircase, you need to destroy the debris in the northeast corner and step on the red floor switch to lower the staircase.

From here, the level is fairly simple. Destroy any rock debris that blocks your path, and step on each red floor switch to lower a purple fence. At some points on higher levels of ground, you will find fences that appear to have no switch. In these instances, try to drop down the wall behind the obstacle to continue on your way. Use Hanpan to open any yellow chest you find as these chests explode upon contact. Along the way, you should find a Heal Berry, a Crest Graph, and some Gella. You eventually reach a Magic Encampment Symbol.

Two rooms beyond the Magic Encampment Symbol you discover a ladder that leads to two treasure chests blocked by yellow boxes. Push each box aside to clear a path in the middle to reach these chests. Take the Magic Carrot and the Heal Berry. Exit through the southeastern hallway door and touch the red floor switch. Return to the room and exit through the southwestern hallway door to collect Gella in the treasure chest which is no longer blocked by purple fences.

Exit through the southern door, climb down the ladder, and head towards the northeastern door. This path leads you to a chamber with a Demon Statue. Behind the statue is a button. Push it and four blocks appear. Push each block to a corner of the statue and it disappears. The floor begins to rise, revealing a new emerging pathway. Take this opportunity to heal your party because, after climbing the stairs and using Cecilia's Tear Drop to open the door, a battle will ensue.

The fight with Magtortous should be the first battle to test you team's strength. To succeed, blast away with Rudy's Hand Cannon and Jack's Psycho Crack, while using Cecilia to refresh these warriors between attacks. After Magtortous is vanquished, head north and enter the Tomb. The treasure chests contain a Magic Carrot and a Heal Berry. Between the chests is an immense Golem. The Golem is apparently what Professor Emma has been seeking. Return to the front of the cave to inform her of your find. Professor Emma will send a team of workers with you to excavate the site. When the excavation is finished, you learn that this Golem is one of eight Golems — powerful weapons from ancient times. Emma offers you a reward of 500 Gella, but informs you that you will have to collect the reward the next day at the Festival. With this mission complete, return to Adelhyde.

# Adelhyde II

## Objectives

- Take part in the Festival.
- Defend the city against an invading horde of Demons.

## The Enemy

- Skeleton
- Lizardman
- Jellyblob
- Balloon
- Gomoratoad
- Belselk

## Magic, Munitions, and More …

- Power Apple
- Agile Apple
- Hardy Apple
- Mystic Apple
- Toy Hammer
- Magic Carrot
- Bullet Clip
- Lucky Card
- Revive Fruit
- Gella
- Small Flower
- Missanga

## Mission

Upon returning to Adelhyde, all talk centers on the upcoming Festival. Use this break in action to restock your inventory and to spend a night in the Inn. The next morning the Festival begins.

Head to the East Plaza to enjoy the festivities. You find that the event bustles with activity. Indulge in the games to win prizes. In Mole Catching, pick up moles as they pop from the ground and throw them. In Time Trial, you must dash around the track to beat the scores of other contestants. Strike Ball challenges participants

to hit the bulls-eye. If you succeed at Strike Ball — which won't be easy! — you win a Secret Sign. In Ultimate Chicken, dash towards the wall and try to stop as close to the wall as possible without touching it. The Festival games, however, have little ultimate bearing on your adventure. In fact, you're not even required to participate.

As for necessities and equipment, if you search each barrel, you will find a Toy Hammer and some Gella. Be on the lookout for the Flower Lady. When you find her, be sure to buy as many flowers as you can hold. The flowers are inexpensive, and you may need them later. Near the benches along the northern edge of the Festival, you will find Professor Emma. Talk to her and collect your 500 Gella reward. Finally, in the northeastern corner, you come across a worried couple who has lost their son. Leave the Festival and return to the main section of the city. The boy can be found holding a red balloon behind the Weapons Shop.

After you find him, the boy releases the balloon into the sky, and with that, a horde of enemies converges on the city. Adelhyde soon is engulfed in flames, and many people lie dead. Head north to the castle stairs to rescue Cecilia from the surrounding enemies.

You then have five minutes to rescue as many citizens as possible. From your starting point, walk west to collect the first citizen who hides at the Inn, and then go to the next house to the west to find someone in bed. The third citizen is in the forest to the west, while the fourth wanders around the cemetery to the south. To save the fifth citizen, go to the large house to the east of the cemetery. You can find the sixth citizen at the Church in the southwest corner. Travel east to the Tavern to collect the seventh survivor, and just to the north, you will notice another citizen along the eastern side of the Professor's house. Continue north up the stairs to find the ninth citizen in a small shelter, and proceed to the northeastern forest to collect the tenth and final survivor.

When you have collected as many citizens as possible, ascend the stairs to the castle. An interlude with the demons and their leader Belselk follows. After capturing the Golem artifacts from the Festival, they now try to claim Cecilia's Tear Drops.

In the castle, take Cecilia to the hallway just to the west of the King's Throne and head towards the King's Bedroom. After ascending two flights of stairs, enter the southwestern room guarded by two soldiers. The King is severely wounded. Cecilia and the King argue about surrendering the Tear Drops to save the Kingdom, and although he opposes her course of action, Cecilia decides to relinquish the Tear Drops to meet the Demon Army's demands.

Cecilia must slip out of the castle, though, through the secret passage (the only way out). To reach the passageway, go to the kitchen to the west of the Throne Room and talk to the Chef. He gives you a warning and subsequently opens the trap door.

In the tunnel, immediately use the Magic Encampment Symbol to save your game before proceeding. The path is fairly straightforward, so continue, making

sure to collect each treasure along the way. For the distant treasure chests, you need to have Jack shoot Hanpan across the water to collect them. You should find a Hardy Apple, an Agile Apple, a Magic Carrot, a Power Apple, a Mystic Apple, and Gella. Once you reach the southern end of the secret passage, you find another Magic Encampment Symbol. Take the stairs up to return to the city. Be sure to get the Potion Berry before you push the blocks out of your way in order to exit from the building.

To find Belselk, walk to the town's center, where he is waiting to collect the Tear Drop. After he accepts the tool, Jack challenges him to fight, and a battle follows. Belselk is another tough character, but after a few rounds of battle, he grows bored and leaves.

Meanwhile, as the fight rages, Belselk's demonic minions clear the Festival grounds of the Golem artifacts. After the battle ends, the party finds itself in the King's bedroom. On his death bed, Cecilia promises her father that she will reclaim the Tear Drops with the help of her friends, Jack and Rudy. Although Jack is wary of Cecilia's royal heritage, he finally relents and agrees to assist her. The King passes away, leading to the game's real Title Sequence, which plays as the King's funeral takes place.

After the credits roll, Jack and Rudy awake in the guest bedroom. Go up one floor to Cecilia's bedroom to add her to the party again, and then travel south to the Council Room. You meet Minister Johann here, who outlines a plan for the party to find the Tear Drop. After he finishes talking, be sure to empty the treasure chests along the northern wall. They contain 1,600 Gella, a Bullet Clip, a Magic Carrot, a Revive Fruit, a Mystic Apple, a Lucky Card, a Missanga, and a Power Apple—your reward for saving ten citizens during the attack!

## Mountain Pass

### Objectives

- Venture through the Mountain Pass to reach Milama Village.
- Find and collect some useful items.

## The Enemy

- Harpy
- Lizardman
- Gallowbear
- Dryad
- Gomoratoad

## Magic, Munitions, and More ...

- Lighter
- Antidote
- Olive Branch
- Crest Graph
- Magic Map

## Mission

After leaving Adelhyde, travel northwest around the mountains and then southwest to the bridge. Cross the bridge and continue southwest until you reach the opening to the Mountain Pass.

Enter the Mountain Pass and walk north. On the ground, you notice patches of brown spikes. Avoid touching them, or you will sustain damage. In the second section of the pass, the lights go out, limiting your vision to a small radius of light. Walk to the northwest of this opening to find your next tool, the Lighter. With the Lighter, you can light the lamps in each area. They only remain lit for a short period of time, however. The first lamp is just to the north of this section's opening door.

Rudy's Bombs also are important in the Mountain Pass for clearing green rock formations that block your path. In the third section of the Mountain Pass, destroy the rocks blocking the staircase in order to ascend to the next level. At this level, you arrive at a cave opening with another rock blocking it. After passing through here, find another opening in the north that leads to a Magic Encampment Symbol and a doorway from which light emanates in the southwest. Exit through this doorway and walk west along the mountain ledge. Something strange happens at this point. You detect a strong gust of wind that nearly blows you from the ledge. This strange wind somehow endows Jack with a new power, Sonic Buster.

Continue to the southwest down each set of stairs to the next cave opening. You find two Antidotes along the way. In the next cave, use the Lighter to light the lamp, and move quickly to the southwest through the tunnel to the next lamp. If you don't, you'll have to trudge through darkness, where you're sure to run into numerous spikes in your path. Continue south at the same quick pace until you come to the next lamp. Do note that there is nothing to find up to this point.

After the third lamp, continue moving south. You discover a treasure chest that sits atop several spikes. To collect the Olive Branch inside, use Hanpan to shoot across the distance. Follow the eastern path to the next lamp where you notice a Crest Graph. Through the next opening, you find a room with two large torch columns. Walk to the northern wall and use one of Rudy's Bombs to destroy them. Unlock a secret chamber with a Magic Map, and exit from the Mountain Pass to the south. Continue southwest towards Milama Village.

# Milama Village

## Objectives

- Replenish your strength and supplies.
- Gain new clues to help in your quest.

## The Enemy

- None

## Magic, Munitions, and More ...

- Hardy Apple
- Agile Apple
- Potion Berry
- Power Apple
- Violet Rose
- Metal Band
- Cute Ribbon
- 10-Gallon Hat
- Gella
- Holy Medal

## Mission

Milama is a rest town, where you can acquire numerous items. First, use this chance to rest and to upgrade your party's wares. There are a number of stores here, so visit each one to strengthen your team's abilities.

Throughout town, you also find several items hidden in barrels and crates. Search each barrel and find a Hardy Apple, a Cute Ribbon, a 10-Gallon Hat, a Metal Band, a Violet Rose, and Gella. To search the crates, use one of Rudy's Bombs to discover a Power Apple, an Agile Apple, and a Potion Berry.

The most important stop in Milama is the Pub. Speak to every customer, and, then, speak to the Bartender. He provides you with important information on the Guardian Shrine by passing on these words of his father: "Light the fire at two, then at ten. When you light the fire at six, the doors will open at twelve. Go through the temple with the light." He also gives you a Holy Medal.

When you are ready to continue on your quest, leave the village. The Guardian Shrine, your next destination, is located across the bridge to the north of Milama.

# Guardian Shrine

## Objective

- Enter the Guardian Shrine to solicit help from the Guardians in your quest to retrieve the Tear Drops.

## The Enemy

- Critter
- Lizardman
- Sphinx
- Scarecrow
- Cockatrice

## Magic, Munitions, and More ...

- Crest Graph
- Mystic Apple
- Magic Carrot
- Earth Rune
- Wind Rune
- Air Rune

## Mission

In the opening hallway, you find a sealed door which requires a key to open. Take either staircase up as they both lead to the same place. In the center of the next room, you see twelve torch bases in clock-like formation. This is where you use the information from the Bartender in Milama. Use the torch to light the column at 2 o'clock; then follow it with 10, 6, and 12, respectively. If you light the torches in the proper order, the other torches light as well. Walk back downstairs to the opening hallway, and use the Holy Medal to open the door that was previously sealed shut.

Travel through the inner room of the Shrine. You discover a number of chests with Magic Carrots, Mystic Apples, and Crest Graphs. Upon reaching the Magic Encampment Symbol, save your game. Proceed north to the Puzzle Room. You find more torch bases here. The puzzle comes in lighting the torches in the correct order. If you light the wrong one, you will be locked onto a path that prevents you from lighting the next one to solve the puzzle. You can rectify a wrong choice, however, by using Cecilia's Watch to turn the clock back to start over again. The correct order for lighting each torch is as follows:

1. Northeast Torch
2. East Torch
3. Northwest Torch
4. Southwest Torch
5. West Torch
6. Southeast Torch
7. Central Torch

This candle lighting opens the door to the next room, which contains a large mirror. Stoldark instructs Cecilia to enter the mirror, and the others follow her.

Inside the mirror, the three team members are separated to face challenges on their own. First, Jack must venture along a northern path and activate each red floor switch he encounters. For most switches, you need to use Hanpan, especially on the tricky diagonal shots. At the end of his trial, Jack finds a sword of great power. He also is accosted by a group of shady characters, who try to teach him that true power comes from within.

Left to ponder this message, Jack finds himself stranded on an isolated platform. At this point, switch to Rudy. Rudy has a challenge similar to Jack's, in which he must move along a path obstructed by green blocks. Use a Bomb to clear a way for Rudy. In some cases, some brown rock debris that cannot be cleared will be left behind. If this happens, continue along an alternate pathway. At the end of his challenge, Rudy is faced with ghostly images of his past and by the townsfolk who feared his power. He wakes to find himself on the platform with Jack.

Switch to Cecilia to begin her challenge. This test is easy too, for all Cecilia must do is push blocks aside to clear her path. The difficult part lies in the second room, where she must push the block on the right north and, then, the block on the left west. Entering the last room, Cecilia, like the others, is confronted with her own fears, which center on the fact that she is loved for her status as Princess, and not for who she is. At the episode's conclusion, she joins the others on the platform, where they meet the Guardians. Although the Guardians may doubt the heroes' abilities, they do know that they have no other choice, for their own power is fading. After relating to the warriors the Metal Demons' intention to resurrect their imprisoned leader, the Mother, the Guardians entrust the party with the power to Summon Guardians.

At this point, an interlude begins with the Metal Demons and their current leader, Zeikfried. He tells his generals that they must work together to break the Guardian Seal which holds Mother.

The party wakes up in a forest somewhere outside the Guardian Shrine. Cecilia notices that the group now holds the Earth Rune, Wind Rune, and Air Rune, and wonders why the Guardians are willing to commit all of their remaining power to the protection of the Guardian Seal. At this point, equip each character with the appropriate rune, and then travel north to Baskar Village.

# Baskar Village

## Objectives

- Revitalize the trio's strength.
- Gain information on the Metal Demons.

## The Enemy

- None

## Magic, Munitions, and More ...

- Magic Carrot
- Power Apple
- Heal Berry
- Gella

## Mission

Not much happens in Baskar. As in Milama, you can rest, recuperate, and restock your inventory. If you search the barrels and small crates throughout the village, you should find a Magic Carrot, a Power Apple, a Heal Berry, and Gella.

The one important task you must complete in Baskar is to talk to the Village Chief. He tells you that the Demon Race intends to steal the Guardian Statue in the Zenom Mountains—one of three statues needed to destroy Filgaia. Within each statue is a third of the Metal Demons' Queen's heart. He also tells you to visit the Wind Shrine, located north of the Village. Once you are prepared, proceed north to the Zenom Mountains.

# Zenom Mountains

## Objective

- Climb the Zenom Mountains to protect the Guardian Statue from the Metal Demons.

## The Enemy

- Shrieker
- Tiny Edge
- Hobgoblin
- Orga Widow
- Devonova

## Magic, Munitions, and More ...

- Mystic Word
- Heal Berry
- Blue Circlet
- Lucky Card
- Secret Sign
- Summit Rune

## Mission

Upon entering the first cave of the Zenom Mountains, you find a locked door and four statues, three of which are strangely illuminated. To open the door, push the non-illuminated statue in the southeast corner to the north. When the statue is illuminated, the door opens. Take the stairs up and continue through this section of the cave, until exiting through the southeastern door. This door leads to a snowy-mountain ledge, where you will find a Lucky Card, a Blue Circlet, and a Heal Berry along the western path. Enter the next cave door and continue through the cave until you find some shrubbery that blocks your path. Use the Lighter to clear the way, and continue to the next opening, which also leads to the outer ledges. On the eastern path, you will find a set of stairs and another mountain entrance. Ascend the stairs and take the Secret Sign before reentering the mountain.

In this section of the mission, you find a locked door in the northeast corner. Walk south to find four more statues. Again, push the non-illuminated statue to the east to open the doorway. Continue through the caves, making sure to burn each bush along the way, including the ones that do not block your path. At the cave's exit, walk down the staircase to get five Heal Berries. Be sure to use Hanpan because these chests also explode upon contact. After avoiding a few runaway boulders, Jack gains a new ability, Meteor Dive.

After climbing the stairs again, walk west to the next cave opening. You eventually find a hidden red floor switch in a shrub. Activate the switch to continue onward. When you reach the mountain ledge with the large tree to the west of the exit, walk east and enter the cave opening. Within the cave, you must arrange the statues in a similar manner as before to find a treasure chest with a Mystic Word. Exit from this cave, and walk along the western path. When you enter the next mountain opening and arrive at the Magic Encampment Symbol, save your game. Continue ahead to a final statue puzzle that requires you to push five non-illuminated statues along the central path of the room. The rearrangement of statues opens the northern door to the Guardian Statue.

Unfortunately, you find Belselk here. He sics his giant pet spider, Orga Widow, on you. This is an excellent opportunity to test Jack's Meteor Dive. Along with Rudy's Hand Cannon and Cecilia's Freeze Spell, keep the pressure on Orga Widow to overcome this sturdy foe. Beware of her poisonous bites! Once this boss is defeated, the team receives the Summit Rune. The damage has been done, however. The Guardian Statue has been damaged, and the team now must find and defend the remaining two statues to prevent the evil Queen's return.

Go back down the mountain, and upon exiting, an interlude with the Metal Demons plays. As the first seal has been broken, the Queen has started to revive. She begins to regain consciousness.

Back in Baskar, talk to the Village Chief again. He tells you that the two remaining statues are in Saint Centour and Port Timney. He also bestows upon you a gift of Rizim Fire to light the furnace in the Elw Pyramid.

Leave Baskar and head northeast to the Elw Pyramid. In the opening hallway, the northern door is locked, but you can go up the northwestern staircase. On the second floor, you find a strange hole in the wall which appears to be empty. Use the Rizim Fire to light the furnace, and return to the first floor to find the door open.

In the secret chamber, walk to the glowing green light, and you will be transported to a new land. After your transport, walk to the southern room to collect the Hard Guard in the southeastern corner. Exit through the southern door. Once outside of the temple, walk south to Saint Centour.

# Saint Centour

## Objective

+ Explore Saint Centour to gather information on a mysterious outbreak of abductions.

## The Enemy

+ None

## Magic, Munitions, and More …

+ Crest Graph
+ Power Apple
+ Hardy Apple
+ Magic Carrot
+ Gella
+ Key Plate

## Mission

Walking through town, you find a number of items, such as a Power Apple, a Crest Graph, a Hardy Apple, a Magic Carrot, and Gella. You also notice several unreachable treasure chests. You hear of a mysterious Duplicator, which is guarded in a small building in the northwest corner of town.

In the city's center stands the Guardian Statue. You are unable to inspect it at this time. The most important task to accomplish on your first visit to Saint Centour is to go to the house to the southwest of the town entrance, so that you can speak with a man who is researching recent abductions in the town. He asks you to investigate the Cage Tower, which is to the northeast of Saint Centour. If you agree, he will give you the Key Plate.

# Cage Tower

## Objective

- Investigate the Cage Tower to find the cause behind the recent abductions from Saint Centour.

## The Enemy

- Critter
- Larva
- Heel Hound
- Dekarabia
- Tailmooze
- N. Gaunt

## Magic, Munitions, and More …

- Crest Graph
- Goat Doll
- Round Shield
- Bullet Clip
- Prism Laser ARM

## Mission

At the Cage Tower, use the Key Plate to open the door. In the main hall, take the western staircase down to a room with a red floor switch. Activate the switch to lower the purple fence barriers in the next section. Return to the main hall and go up the eastern staircase. The walls lower here, so walk to the west to get the Crest Graph. Next, take the western staircase down to activate the next red floor switch.

Return to the previous level and walk southeast to the next staircase. Head towards the northern door, where the purple fence has been lowered, and continue until you reach a series of tiled walkways. Dash across the walkways as they will collapse after you step on each tile. Don't worry if you fall—you can restart at the beginning of this room. In the second room with tiled walkways, stop along the southern platform to collect the Round Shield and a Bullet Clip. Have Rudy open the white box, so that he may acquire his new ARM, the Prism Laser.

Proceed on the walkway to the next room. In the third room, take the walkway to the southwest corner and step on the red floor switch. Continue to the southeast corner to activate the second red floor switch before heading for the northeastern door. After climbing a few more floors, you find a Magic Encampment Symbol. Save your game and climb to the next floor. You will find a series of three doors and a strange message on the northern wall. To reach the top of the tower, enter the right door, then the left door, and then the right door. When you exit, you will find three chests with Goat Dolls. After a few more staircases, you find yourself outside along the upper-reaches of the Tower. Climb the long ladder to reach the Tower's roof, and step on the gold seal. At this point, another Metal Demon general, Alhazard, appears. Vowing to destroy the second Guardian Statue, he leaves you to face his pet, N. Gaunt.

N. Gaunt is not too imposing and should fall after a few rounds. Unfortunately, the team still finds itself trapped within a force field of Alhazard's creation. To escape, the heroes must pay 2,000 Gella to the girl who finds them. The price is steep, but you have no other option. Once freed from captivity, descend the Tower, and return to Saint Centour.

## Saint Centour II

### Objective

+ Return to Saint Centour to protect the Guardian Statue from Alhazard.

### The Enemy

+ Hell Hound
+ Dekarabia

### Magic, Munitions, and More ...

- Ambrosia
- Bone
- Secret Sign
- Lucky Card
- Potion Berry
- Duplicator
- Saint Rune

### Mission

Back in Saint Centour, you find the town deserted—except for monsters, that is! Alhazard's attack must have frightened everyone away. In the town's center, you discover the Guardian Statue in ruins. Be sure to examine it thoroughly, though, because the Guardian's spirit will bestow upon you its remaining power in the form of a Saint Rune. Also, now that the town is empty, you can reach the treasure chests that were previously obstructed. If you scout around, you will find an Ambrosia, a Bone, a Lucky Card, a Potion Berry, and a Secret Sign. You also can collect the Duplicator, which now lies unguarded in the northwestern house. When you have collected all the items available, return to the Transport in the Elw Pyramid and head southwest to Port Timney to try to save the final Guardian Statue.

## Port Timney

### Objective

- Protect the final Guardian Statue from Metal Demons.

### The Enemy

- None

### Magic, Munitions, and More ...

- Hardy Apple
- Crest Graph
- Revive Fruit
- Potion Berry
- Gella

## Mission

Port Timney is a busy, bustling burg. If you search throughout the city, you find numerous useful items, such as a Hardy Apple, a Revive Fruit, a Crest Graph, a Potion Berry, and Gella. You also find a ship, which holds the third Guardian Statue, in the eastern section of town. You cannot come close to it yet, however.

Walk to the Tavern in the northeastern section of Timney, where you overhear the ship captain Bartholomew talking about the Guardian Statue. Unfortunately, the only way the team can gain access to it is to find the Crystal Bud in the Maze of Death.

Leave the Tavern, and walk around to the back. Use one of Rudy's Bombs to destroy the large crate by the northeastern corner of the Tavern, and then proceed along the back of the building to reach the street merchant from behind. You can take the Duplicator from the treasure chest. Next, walk to the two large crates along the northern edge of the Port. Destroy them also. You will come across a young pickpocket who teaches Jack a new ability, Trickster.

Before leaving for the Maze of Death, be sure to save your game!

# Maze of Death

## Objective

✣ Enter the Maze of Death to retrieve the Crystal Bud for Captain Bartholomew.

## The Enemy

✣ Rachael
✣ Gem Stone
✣ Screamer
✣ Minion
✣ Wight
✣ Chaos

## Magic, Munitions, and More ...

- Mystic Apple
- Power Apple
- Hardy Apple
- Agile Apple
- Crest Graph
- Heal Berry
- Magic Carrot
- Clear Chime
- Crystal Bud
- Death Rune

## Mission

The Maze of Death lies hidden in the desert west of Port Timney. When you step on it, though, the name appears on your screen in order to show you its entrance. Upon entering the main hall, you notice a number of blocks that obstruct the passage to some doors. Push the blocks aside to explore these areas, but use care to avoid stepping in a pool of green acid. Begin by taking the southeastern passage, a path that leads to a series of treasure chests with an assortment of apples, such as Power, Hardy, Agile, and Mystic.

After collecting these treasures, search other passages to find the five Knight Statues. Upon finding each statue, climb the platform and move the statues around. When the floor shakes, it means a switch has been activated. Once all the switches are activated, return to the main hallway to travel through the northern passage to a Magic Encampment Symbol. Save your game, and return to the main hallway. Follow the northeastern passage to reach a long path, which is no longer obstructed by the Knight Statues. This path leads to the Crystal Bud.

After taking the Crystal Bud, you have three minutes to escape the Maze of Death. Return as quickly as possible to the main hallway, and then select the northern passageway. The save spot will be gone, but you can use Rudy's Bombs to destroy the northern wall. This break in the wall leads to a path with two Crest Graphs—and, ultimately, Chaos, the Maze's boss.

Chaos is a difficult boss, so attack her with every weapon in your arsenal! Jack's Meteor Dive and Rudy's ARM weapons work well here, while magical spells harm her less. Once Chaos has been defeated, you acquire the Death Rune. But don't stand around! You must escape as quickly as possible—dash back to the main hallway and leave the Maze of Death.

With the Crystal Bud in hand, return to Port Timney.

# Port Tinney II

## Objectives

+ Participate in a fake wedding to help Captain Bartholomew out of trouble.
+ Defend the Guardian Statue.

## The Enemy

+ Zed

## Magic, Munitions, and More ...

+ 5,000 Gella
+ Mega Berry
+ Lucky Card
+ Full Revive
+ Magic Wand
+ Thunder Rune

## Mission

After returning with the Crystal Bud, enter the Tavern. Captain Bartholomew pays you 5,000 Gella for the treasure. The talkative Captain has become entangled in a scheme in which he and Cecilia must pose as lovers in a fake wedding.

On Bartholomew's ship, be sure to talk to as many people as you can to prepare for the ceremony; you will be forced to answer several questions. When the wedding commences, answer questions with the following respective responses:

1. The bride walks forward.
2. Olivia Clare
3. Bartholomew
4. Sweet Candy
5. Old Moon
6. Right Hand
7. Crystal Bud
8. Eighth
9. Lucadia
10. Go for it.

At this point, Zed interrupts the wedding. He gives the party a decent fight, but after he is vanquished, his true intention becomes quite clear. It seems that the fight was a distraction to allow Lady Harken to have direct access to the Guardian Statue. Unfortunately, you are too late to stop her, and the statue is destroyed. The statue remains, however, and provides your party with a Thunder Rune.

The next day, after awaking from a rest period, visit Bartholomew in the Galley. For your convincing role in the fake wedding, he rewards you with a number of goodies, including a Magic Wand. He also returns you to Port Timney. From here, return to the Elw Pyramid in the flat south. You'll need a Duplicator to get in, but then you'll be transported back to Milama Village.

After leaving Port Timney, a brief interlude with the Metal Demons plays. With all three Guardian Statues destroyed, the Queen, freed from captivity, outlines her plan to destroy all of Filgaia.

In Milama, head to the southeastern corner of the village, and use the Magic Wand to speak with the dog. For your trouble, he talks to you and allows you to enter the room he guards. Inside the room, you find a Radar for Rudy. Leave Milama and travel east to the cave opening that leads to Sand River.

# Sand River

## Objective

✚ Travel through Sand River to reach the Ship Graveyard.

## The Enemy

✚ Toadstool
✚ Tortoise
✚ Cavetauras

## Magic, Munitions, and More …

✚ Hardy Apple
✚ Power Apple
✚ Orb of Power

## Mission

Inside the cave, you notice a Monkey along the eastern wall. Use the Magic Wand to speak with the Monkey. He leads you through a secret passage deep into the caves and provides you with instructions.

You can wade across Sand River fairly easily. Simply use Rudy's Radar and walk through the level, searching for hidden items. You should come across numerous useful things within plain sight. But keep your eyes open! Along one of the northern walls, you notice the lighter shade that outlines a hidden passage. Use Rudy's Bombs to destroy this wall and to discover an Orb of Power. Once you reach the Magic Encampment Symbol, save your game. Follow the path until you reach a point to enter the Sand River. Continue until you reach the sign. Use Jack's Lighter to start the torches. Here, Jack discovers the Heal Blade Technique.

As you leave Sand River, head east to the Merchant's Cart. You may buy items from the cart if necessary. When you are ready, head northeast to the Ship Graveyard.

# Ship Graveyard

## Objectives

- Visit the Ship Graveyard to collect items and useful information for the party.
- Meet Dan, an ex-Dream Chaser.

## The Enemy

- None

## Magic, Munitions, and More ...

- Agile Apple
- Hardy Apple
- Heal Berry
- Potion Berry
- Power Apple
- Revive Fruit
- Serenade
- Toy Hammer

## Mission

When you arrive at the Ship Graveyard, you can upgrade your party's weaponry and armor. Talk to the townsfolk to find out information on the Pleasing Garden and on the Guardian Blade. Do not forget to use Cecilia's Wand to speak to the animals and Rudy's Radar to locate all of the hidden items and treasure. In the town, you hear the story of an Ex Dream Chaser named Dan. When you find him, he asks you to enter the Pleasing Garden to retrieve his wife's bracelet. When you are ready to leave town, head southwest along the edge of the desert to find the Pleasing Garden, an invisible garden that moves randomly around the desert. You can only see the garden when you stand on it. (A better name might have been "The Teasing Garden.")

# Pleasing Garden

## Objective

- Enter the Pleasing Garden to retrieve Dan's wife's Bracelet.

## The Enemy

- Antlion
- Basilisk
- Frauloss
- Samdscisor

## Magic, Munitions, and More ...

- Bracelet
- Crest Graph
- Duplicator
- Grappling Hook
- Heal Berry

## Mission

The Garden is rife with mirages. You must proceed through the corridors in a specific order. If you travel through them correctly, everything works out fine. If you go through the corridors in the wrong order, you may be stuck in the garden forever.

Once you find the garden, go north and jump onto the Portal. You will be teleported to the actual Garden. After you take the Teleporter, go north. You see a fork in the road; go right. You come to a room that looks like an upside down "U." Follow the "U." Go north, west, and south. You should have exited through the south exit of the U-shaped room. You are now on a balcony with a Teleporter.

After you teleport, you will find yourself in a room with multiple pillars and light emanating from the north. Carefully observe a rail that prevents you from running north between the pillars. Head to the east and find the pillars without a guardrail. When you find the opening, go north to a Magic Encampment Symbol.

Proceed north until you reach a room shaped like a giant cross. Head all the way to the west until you see a flame. Go south when you reach the flame, and you will arrive at another room shaped like a giant cross. Facing south, you should be standing in the center pathway of this room.

Go to the southern exit of this room, and leave the room to enter a small room. Once you are in this small room, backtrack north and reenter the second cross room. Continue north, taking the first western pathway that you reach. The flame should have been replaced with a switch. If you step on the switch, all of the purple barriers will be lowered.

From here, return to the first cross room and take the southern exit. You should be on a balcony with a Teleporter. Two other balconies should be visible from where you stand. Enter the Teleporter to be teleported to the eastern balcony. Enter the doorway to find a chest. Open the chest and return to the Teleporter. Now teleport to the southern balcony. You find the evil Gigmantis crawling around under the sand.

Use Rudy's Bombs to uproot Gigmantis. Once he is uprooted, attack him. He has approximately 7,000 Hit Points and possesses powerful offensive spells. Destroy him quickly with Rudy's Guns and your party's magic. If you are in trouble, use the Summit Rune, and Denogenos will damage Gigmantis for approximately 1,500 points.

Once the monster has been defeated, cast his head against the prism. The purple barriers lower, and you have access to the southern section of the room. You find Jack's Grappling Hook here.

Return to the room with the numerous columns. If you travel west as far as you can go, you find two Crest Graphs. Return to the Magic Encampment Symbol.

After you have reached the symbol, continue north through the northern exit of the cross room to find an area where you can use Jack's Grappling Hook. Continue north to find a room with three Teleporters. Take the eastern Teleporter, the western Teleporter, and then the northern Teleporter. If you head north, you should find the Flash Rune. Now, head south and take the Teleporter to another room. Proceed north to find the Bracelet. Once you have the Bracelet, travel south, so that you may be teleported back to the level starting position. You can exit the garden by walking south and taking a leap of faith.

Once you are in the desert again, return to the Ship Graveyard to give the Bracelet to Dan. Jack acquires Sonic Vision Force. During your conversation with Dan, you hear that a Ghost Ship is visible from the shore. Head northwest to the docks to see Captain Bartholomew's ship. If you speak to the Captain, he will ask you to perform a favor for him. He wants you to rid the town of the Ghost Ship. When you are ready for this adventure, return to the Captain. He will transport you to the Ghost Ship.

# Ghost Ship

## Objective

- Assist Captain Bartholomew in sinking the Ghost Ship.

## The Enemy

- Christine
- Cybergeist
- Vampire
- Wraith

## Magic, Munitions, and More ...

- Lucky Card
- Magic Carrot
- Potion Berries

## Mission

Once you board the Ghost Ship, head east and pass through the doorway. Light the lamp in the southeast corner of the room. Proceed west using the Grappling Hook to move your party over the gaping holes in the deck. When you reach the western end of the room, exit through the south into a dark room. Go west around the hole in the floor, and head north to find another lamp. Head to the southwest and use the Grappling Hook to swing over another hole in the floor. Exit from the room through the northern exit.

There is another lamp at the entrance to this room. Light the lamp and head to the far western room. Be very careful not to wake the dead! Once you enter the western room, search the Log Book on the table to find about a secret switch. Exit from the room and head to the far eastern room at the other end of the hallway. You find a switch on the wall in the northeast corner of the room. When you push it, you open a secret passage. Exit from this room through the northern exit.

There is a lamp by the entrance to this room. You are now in a long hallway. Move towards the west by throwing boxes and using the Grappling Hook. When you leave this room, you enter a room with three Blue Chests, which will wash up on the beach when you escape from the ship. Exit from this room through the northwestern exit.

You are now in a room with a lamp and some holes in the floor. Use the Grappling Hook to move to the west and exit from this room through the north. Now you are in a room with the Magic Encampment Symbol. Proceed south. Head to the front of the ship to fight Captain Geist, who has approximately 8,000 Hit Points. If you use the Summit Rune, he will sustain approximately 1,300 points of damage. After defeating this ghostly Captain, go through the rest of the ship to recover all of the hidden items in the chests. When you have picked the ship clean, return to the rowboat.

NOTE: *You will need to use Hanpan to open some chests.*

After the Ghost Ship sinks, return to the town. One of Captain Bartholomew's shipmates will return to Adlehyde to help rebuild the Ghost Ship.

Head to the beach to find the Blue Chests washed up on shore. Collect a Goat Doll, a Crest Graph, and a Wind Vane. Feel free to buy more supplies or upgrade Rudy's Prism Laser Gun. When you are prepared to continue your adventure, leave town and head north to the coast. You can now board the ship! Sail to the east around the island. Stay close to the coast and dock your boat along the beach. Once you hit dry land, head southwest towards Rosetta.

# Rosetta

## Objective

✚ Help Mariel to heal the Mayor of Rosetta.

## The Enemy

✚ None

## Magic, Munitions, and More …

✚ Gella
✚ Crest Graph
✚ Hardy Apple
✚ Head Gear
✚ Magic Carrot
✚ My Grand Hat
✚ Power Apple
✚ Small Flower

## Mission

If Filgaia has close-minded rednecks, they live in Rosetta. Rosetta's citizens do have powerful items to aid you in your quest, though. After talking to the townsfolk, you learn that the Mayor has fallen ill because of an Elw living in a rundown house on the east edge of town. Find her and speak with her. After you have spoken with her, examine the flower in her garden. You learn that this Elw, Mariel, is not so bad after all. In fact, she is the one spark of goodness within Rosetta, and she informs you that there is a cure for the ailing Mayor. The party agrees to help her find the cure.

Go to the Forest Mound located south of the town and find Arnica. After you disperse these brats, head north into the Forest to find a strange machine (which may be important later, by the way). Return to Rosetta and let Mariel heal the Mayor. After her noble deed, Mariel returns to her home. Visit with her, and she gives you a Small Flower.

As you leave town, you run into Jane, who tells you that the Guardian Blade is situated in the Volcannon Trap. Return to your ship and head to the small island northeast of the Ship Graveyard. If you see Adlehyde, head southwest to find the island.

# Volcannon Trap

## Objective

- Enter the Volcannon Trap in search of the Guardian Blade.

## The Enemy

- Basilisk
- Bustbaboon
- Fiend
- Stanga
- Zonemaker

## Magic, Munitions, and More ...

- Gella
- Bullet Clip
- Crest Graph
- Lucky Card
- Magic Card
- Potion Berry
- Revive Fruit
- Secret Sign
- Silver Harp
- Red Malice

## Mission

Once you land and disembark on the island, you will have no problem reaching the Volcannon Trap. When you search the front door, Jane opens it with her Special Key. After Jane delicately opens the door, continue to head north until you reach the staircase. Take the stairs and follow the path down the middle of the room. Enter the next room and use your Grappling Hook to cross over the lava. (Jack lives for this kind of high adventure!) Remember that Hanpan can open chests from a distance. Also, you can push Purple Columns to places where you can conveniently use your Grappling Hook on them.

Head to the east side of the room to find a White Box containing a Rocket Launcher for Rudy. Keep using the Grappling Hook to move west. Once you arrive at the western wall, go to the northwestern corner of the room.

You find two doors. First, enter the door on the east and follow the path. Drop Jane off at the splendid Treasure Room— a deal is a deal! Head back to the lava room and take the western door. Follow the path, making sure to watch your step. Molten lava will damage your party severely if you come in contact with it. When you see a dead end, search the crack in the wall. You now must fight Zed, who has approximately 10,000 Hit Points. If you hit him hard, you eventually will wear him down. After defeating Zed, heal your party and proceed north to fight Belselk.

Belselk attacks with his Disrupting Flail, the Belselk Breaker, and Blaster Howling. The Belselk Breaker causes approximately 800 points of damage; the Blaster Howling can paralyze your entire party. Belselk has approximately 11,000 Hit Points. After you defeat him, head north to pick up the Red Malice. Leave the Volcano and return to Rosetta. Make your necessary upgrades, buy lots of Heal Berries and Antidotes, and set sail for Tripillar, a tower located in the southeast corner of the main map in the ocean.

# Tripillar

## Objective

- Unlock the puzzle of Tripillar to acquire the Blue Virtue.

## The Enemy

- Fiend
- Frauloss
- Geldam
- Gremlin
- Raidbuster

## Magic, Munitions, and More …

- Bullet Clip
- Magic Carrot
- Potion Berry
- Blue Virtue

## Mission

Tripillar is a large tower where you will find the Blue Virtue. When you first reach the tower, read the sign in the first room. You must split the party to trigger different areas of the tower to accomplish this goal. There are three paths that lead to the top of the tower. When you split up your party, remember that Jack must take the left route. There are items that only Hanpan will be able to reach, and Jack needs his Grappling Hook to swing over large open areas. The other two paths are relatively simple.

Each floor of the tower looks like a very small U-shaped room. Simply have your characters enter the room through one door, and walk around the walls to exit through the other door. Keep looking for stairs that lead upwards. You should explore all of these levels as there are numerous Potion Berries in the tower. Keep in mind that Jack and Rudy do not have Cecilia to heal them. Conversely, Cecilia does not have Jack's and Rudy's powerful attacks to assist her.

After you ascend four levels within the tower, you arrive at an area with three upside-down triangles and three red floor switches. If you position two characters on the upside-down triangles and the third character hits his switch, the two characters on the upside down triangles change places. As long as Jack is on the left side, you need not worry about the Teleporters. You are halfway to the top of the tower. If you travel two floors up in the center path, you will find a Magic Encampment Symbol.

The next set of floors have three common features—stairs that lead to the floor, a closed door, and a red floor switch. If your character or Hanpan activates the switch, the closed door opens to reveal a staircase that leads upwards. Make your way to the top of the staircase. When each character reaches the top, he or she finds a large Gargoyle statue. If they stand to the south of the statue to examine it, a blue light appears. Once all three characters activate their blue lights, they will be teleported to the bottom floor, and the northern doorway will open. Heal your characters and prepare to fight the Mage Fox. When you are ready for serious combat, enter the room and search the White Box.

The Mage Fox attacks you with powerful spells like Blast, Confusion, and Valkyrie. Increase your Magic Defense to protect yourself from these spells. The Mage Fox also resists spells quite well—after all, they don't call him the Mage Fox for nothing! Have Rudy and Jack attack him with their most powerful weapons and have Cecilia concentrate on defense. The Mage Fox can sustain approximately 10,000 points of damage. After you destroy him, you will receive the Blue Virtue.

Once you possess the Blue Virtue, head to your favorite town and restock your supplies. If you travel to the northwest, you eventually find Adlehyde. If you search along the coast of Adlehyde, you will find a Duplicator floating in a bottle. If you

head east, you will find a Lucky Card. Landing your ship along the northeastern beach will bring you to Giant's Cradle, a cave. If you land near Saint Centour, you must re-board your ship to set sail for the east.

# Giant's Cradle

## Objective

- Avoid traps within Giant's Cradle to unearth another Golem.

## The Enemy

- Faller
- Imp
- Raidbuster
- Vampire

## Magic, Munitions, and More …

- Crest Graph
- Magic Carrot
- Potion Berry

## Mission

When you arrive at the entrance, you see a note that tells you to sacrifice the innocent heart to the sleeping giant. Go to your inventory and use Red Malice and Blue Virtue. The items appear in the doors, and the doors open, allowing you to enter the cave. All of the U-shaped rooms make it is easy to figure out where to go. Enter the door on the left in the first room and save your game. Giant's Cradle contains a bevy of traps with spears, spikes, and pits serving as the flora of this Dungeon. It's time to bring back Jack!

In the first room, walk counterclockwise and use Jack's Grappling Hook to the southeast. If you move directly east with the Grappling Hook, you will be hit by a spear and will plummet into a pit. In the next room, look for holes in the floor. Walk to the edge of these holes and run as fast as you can to the west to dodge several spears and spikes. In the next room, you get a break.

Proceed to the following room to see two bridges, a box, and a switch. Walk across the right bridge to the north and push the box to the south on the left bridge.

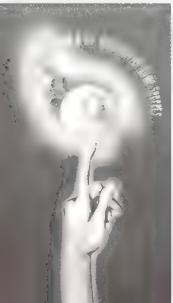
Walk back to the south on the right bridge. Push the box to the right bridge, and then push it to the north across the bridge. Once the box is on the northern end of the room, walk south across the right bridge and take the left bridge to the north. Push the box onto the switch and the door opens.

In this next room, watch out for ground spikes. A purple barrier blocks the door to the south. Push the box onto the switch to lower the barrier. In the following room, you have another chance to rest and recuperate.

The following room is a long, spear-lined hallway. You must run fast through this hall, but be careful not to hit the chest and bounce back into the traps. After you exit from this room, you come to another long hallway. These walls also have spear traps, and there is a pit at the southern end of the room. Run past the spears and be prepared to stop before you reach the pit. Walk around the pit, but watch out for the other spear to the left. After the spears, you get a third break in the action.

In the next room, you need to throw a box onto the prism. There are ground spikes in this room, but there is a safe path to the prism—you will need to look for it. After you leave this room, you see a room with a winding pathway and a box. Grab the box and quickly walk to the left. The ground is lined with spikes, so go south when you reach the prism. When you are on safe ground, throw the box at the prism. The barrier drops, and you can exit from the room. You get to rest again.

After you enter the next room, you find yourself at the southern end of a long hallway. The room has an alternating array of spears and pits in the following order: spears, pit, spears, pit, and one last spear. The next room capitalizes on paranoia, as this long hallway has only one spear near the southern end of the room. Hit the prism with the box, and you can leave the room to the south. After you make your way through this room, you will find another Golem. Return to Adelhyde to speak with Professor Emma. You need to sail your ship to the west.



Things appear to have improved in Adlehyde. Engineer Tom already has started to repair the town. Talk to the townsfolk to check on the progress of the town. Also, it works to your advantage if you donate some Gella for reconstruction. As you mill through the town, you come across a Traveling Swordsman, who teaches Jack the Void Technique in exchange for a Secret Sign.

Take Professor Emma back with you to Giant's Cradle. When you arrive at the cave, Professor Emma and Hanpan will inspect the Golem. You discover that this Golem is an Earth Golem, which can be used to travel across shallow waters. Due to its hulking size, the Golem is much too large to walk through forests. Its armor should ward off attacks while you travel. Once you have the Golem, go across the shallow water to the east to the Photosphere. Head south to the peninsula to find Court Siem.

# Court Siem

## Objective

✚ Learn more about Rudy's past in Court Siem.

## The Enemy

✚ None

## Magic, Munitions, and More …

✚ Agile Apple
✚ Crest Graph
✚ Hardy Apple
✚ Mystic Apple

## Mission

Speak to all of the townspeople and find a shop that sells rings. Buy one of each kind of ring. These rings slightly enhance one attribute of your attack when they are activated. These rings are more useful when used with Cecilia's Mystic Force. In this town, you learn about Rudy's history and discover a few more surprises.

Find Maxwell and he tells you to head southeast across the shallow water to find the Epitaph of the Sea Wind. In this building, you will find the Rune Driver, who will give you a key.

# Epitaph of the Sea Wind

## Objective

✚ Enter the Epitaph of the Sea Wind to find the Rune Driver.

## The Enemy

- Geldam
- Haborim
- Melcluis
- Stormdrake
- Zonemaker

## Magic, Munitions, and More …

- Agile Apple
- Bullet Clip
- Crest Graph
- Full Revive
- Lucky Card
- Magic Carrot
- Metal Bird
- Mystic Apple
- Potion Berry
- Reflex
- Secret Sign

## Mission

Before you enter the building, be sure that you have a Duplicator; otherwise, you will not have access to some hidden items.

When you reach the Epitaph of the Sea Wind, use the Wind-up Key on the machine that blocks the right door. The left door is a dead end, so don't waste your time with it. Go north, west, south, east, then north again to find the stairs. Take the stairs to a room with a set of conveyor belts. Ride both belts then walk south. Use one of Rudy's Bombs to blow a hole in the southern wall and head west. Take the conveyor belt to the north and leave the room.

In this next room, there are numerous chests. If you take a conveyor belt past a chest and cannot return to that area, use Cecilia's Watch to reset the room. Ride the belts until you can hit a switch on the floor. A door in the southeast section of the room opens. Exit from the room through that door.

When you enter the next room, the door locks behind you. You encounter the Black Shadow here. Use the Wand to speak to him. You must play a game of follow-the leader to leave the room. If you fail to step where Black Shadow steps, you will have to start over. If you succeed, you can exit from the room to the north. After you leave the room, you may save your game. Exit from the next room to the south.

The next area has several rooms. First, walk to the room to the southeast corner and use Hanpan to crawl through the hole in the wall to hit a switch. The door opens. Next, use Hanpan to open the chest in the room to obtain a Metal Bird. Activate the switch in the southeast corner of the room to open another door. Open all of the chests in this area and proceed to the room in the northwest. Examine the computer and type "Metal Bird" on the screen. The bookcase to the northeast opens to reveal a passageway. Leave the area through this passage.

Enter this new area and use the Duplicator on the magically locked door. Take all of the items out of the chests and head to the room in the southeast. Ride the conveyor belt to the south and enter the room to the northeast. You find Skates for Rudy here, which will enable him to travel against the direction in which the conveyor belts are moving.

NOTE: *Once Rudy starts moving on his skates, it is extremely difficult for him to stop.*

Return to the area with the bookcase. Cross over the conveyor belt in the middle room to the south and climb up the ladder. Enter the room to the north, and you will see more robotic machines to the east. Activate them with the Wind up Key and attempt to leave the room. Jack will acquire the Fast Draw Technique here. Exit from the room through the door to the north. You should be outside now.

Continue to ascend the building until you reach the top. You must fight Boomerang and Luceid. Focus your attacks initially on Boomerang. When Boomerang sustains approximately 15,000 points of damage, the battle ends. Boomerang and Luceid attack your party each round. Try to maintain your characters' Hit Points above 1,000 to be safe. Once this tough battle is over, search the chest to find the Rune Driver, and return to Court Siem.

In town, speak to all the citizens. A small banquet is held in the trio's honor. Jane asks you to see her when everyone is asleep. Agree to see her, and then tell McDullen that you are ready to call it a night.

Rudy speaks to Jane and acquires the Protector Force. Alhazard appears and demands that you surrender the Rune Driver; otherwise, he will destroy the town. The next morning everyone evacuates the town to a sanctuary. The demons never attack, so they suspect that it was a trap. Send your party to the Sacred Shrine to the south. The Shrine appears as a clearing in the forest.

# Sacred Shrine

## Objective

✣ Track the Demon Army to the Sacred Shrine to recover the Rune Driver.

## The Enemy

✣ Ceracenian
✣ Gremlins
✣ Mecluis
✣ Orc Lord

## Magic, Munitions, and More ...

✣ Gella
✣ Potion Berry
✣ Revive Fruit
✣ Crest Graph
✣ Secret Sign
✣ Duplicator
✣ Secret Book

## Mission

When you arrive at the shrine, you realize that monsters have penetrated the defenses. First, head north and find the room with three exits. Take the left exit and head to the west. You should have one Duplicator in your inventory. Use it on the magically sealed door and enter the room. In this room, you should collect a Crest Graph, a Magic Carrot, a Potion Berry, a Revive Fruit, a Secret Sign, and a Duplicator (hidden in a barrel). From this room, proceed west and open the door to find the nun and the children. (Use Hanpan on the child who is afraid of rats.) Speak with the nun and leave the room to return to the main room with the three exits.

Take the middle exit and proceed north until you find the second magically sealed door. In this room, a Knight challenges Jack to a duel. If Jack defeats the Knight, Jack learns a new Fast Draw Technique. There are 320 Gella hidden in the room. Leave the room and go around the corner to the north. Talk to the citizen who stands guard.

He tells you that Maxwell is behind the door guarding some treasures. Return south through the hallway, and go east to find a room with a dog. Touch the dog, and it becomes Agaless, an extremely fierce enemy. He attacks with a Super Sonic Bullet and Rotten Breath. Agaless can sustain approximately 20,000 points of damage. He frequently casts the Arm Down Spell, so you may want to counter this spell repeatedly with the Shield Spell.

After you defeat him, leave the room, go east, and then head north down the stairs. Proceed south until you arrive at a Magic Encampment Symbol. Talk to the rest of the villagers. Head south to a small room and speak with the little boy. When you have conversed with the last villager, Hanpan tries to ascertain how the monsters invaded the Shrine. Alhazard's voice interrupts you as he explains that the monsters hide inside humans. When Alhazard's monologue ends, proceed to door that the citizen previously guarded. Go to the room with the three exits. Exit from the room through the center exit. Keep heading north until you see the citizen. As you speak to him, he transforms into three Ceracenians. After you defeat these foes, prepare for a battle with Alhazard.

Alhazard can sustain approximately 11,000 points of damage and fights with an Electrigger Attack that causes approximately 1,000 points of damage to any of your characters. Do not let any of your characters' Hit Points drop below 1,000 during this battle. Try to annihilate him as quickly as possible. Good luck!

After you defeat Alhazard, talk to Nicholi and get the Rune Drive from the chest. You appear in Court Siem. Go to Nicholi, who informs you that your Golem has been upgraded. The Earth Golem's shield now destroys anything that touches it—the ultimate defensive weapon! When you return to the town, Nicholi will tell you to return to Photosphere to the northeast. The Earth Golem will let you penetrate Photosphere's defenses.

# Photosphere

## Objectives

- Enter the Photosphere to confront the Queen Mother.
- Reclaim the Tear Drops.

## The Enemy

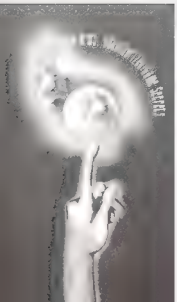
- Cybergeist
- Jackalanton
- Mechsquito
- Nightmare
- Stormdrake
- Vampire
- Wizard

## Magic, Munitions, and More …

- Hardy Apple
- Full Revive
- Magic Carrot
- Potion Berry
- Revive Fruit
- Twin Orb
- Tear Drops

## Mission

In Photosphere there are numerous things to find. Beware of the flashing lights on the ground. They will damage your party if one of the warriors touches them (even if you use Rudy's Skates). The chests now appear as gray boxes. Upon entering the building, head to the left and use Rudy's Bombs to destroy the Security Generator. Next, destroy the Generator on the right side. In the next room, go left and use the stairs to reach the top of the room. Drop from the ledge to destroy the Security Generator. Return to the upper ledge and destroy the right Security Generator. Pass through a doorway in the northeastern corner of the room to find some chests. Once you have collected all the items, leave the room. Go east and upstairs. Next, head west and drop down from the ledge. You can see an exit in the northern section of the room. Take the exit and proceed north on a catwalk. Destroy the Security Generator to the west. You now may return to the main room.



When you reach the main room, head north for two rooms. You notice that the door to the north is blocked by a strange device. Leave the room through the northeast passage, and return to the blocked door. A Blue robed Figure will open the door for you. Continue north. When you come to the next room, travel south, and then

east. A room to the northeast has Rudy's Twin Orbs ARM. Take the ARM and follow the Blue Trash-Talkin' Guy. You enter a room with several flights of stairs. Take the stairs, and when your party reaches the top, it will be in excellent condition and will have recaptured the Tear Drops.

Go down all the stairs and use Rudy's Skates to avoid as many attacks as possible. Keep heading towards the mission's starting point. When you arrive at a hallway with two chests, leave that room to the south and head east. Take the doorway in the northeast past a high security area. Travel north, and then down the stairs to see a Magic Encampment Symbol. Go south. You now are in an area with moving search lights. Dodge them and search the area for items. (There are many here.) You eventually must make your way to the northeast doorway.

When you enter the room, you see your old friend, Lolithia, who attacks you. She can withstand approximately 16,000 points of damage and has very powerful cold-based magic attacks. Take your time and be sure that you heal your characters frequently. It may take a few rounds to destroy Lolithia, but you should focus your efforts on defensive magic. Attack her when the trio is at full strength and at full health.

Proceed south and follow the path to Queen Mother. You can feel a door with cold vibrations on the other side. Rush in and kick butt! You will fight the Queen Mother, who has extremely potent spells that will incapacitate your entire party. You must raise your magic defenses and attack her with Rudy's weapons. She can sustain about 15,000 points of damage. As long as your party is not beset by Confusion or Asleep spells, you should have only minimal difficulty with the Queen.

# Adelhyde III

## Objectives

+ Return to Adelhyde.
+ Obtain some more items.
+ Gather new information that sends your quest in a new direction.

## The Enemy

+ None

### Magic, Munitions, and More …

+ Gella
+ Bullet Clip
+ Lucky Card
+ Magic Carrot
+ Missanga
+ Mystic Apple
+ Power Apple

### Mission

When you return to Adlehyde, Emma will be on a huge ego trip. The townspeople inform you that there are monsters in Rosetta, and that, if you travel to Curan Abbey, you may learn more about different kinds of magic. Set sail for Rosetta to resolve the Dragon problem. When you reach Rosetta, speak with Mayor Hernandez and the other townsfolk. They will tell you to go to the Vortex. Stock up on supplies and head east.

## The Vortex

### Objectives

+ Aid the townsfolk of Rosetta by defeating the monsters in the Vortex.
+ Obtain more useful tools.

### The Enemy

+ Aqualeeper
+ Deepone
+ Naga

### Magic, Munitions, and More …

+ Crest Graph
+ Lucky Card
+ Magic Carrot
+ Duplicator
+ Shining Cape
+ Vase
+ Triton Rune

## Mission

Travel to the Vortex by ship. The Tear Drops transport you to the underwater portal. When you reach the Dragon Shrine, the south portal will transport you back to the ship. Take the left door and travel to the northeast, taking another set of stairs. Go to the western stairs to find two chests. Return to the other room and take the stairs south.

You enter a room with numerous stone blocks. Go north, and then west. A block obstructs your path to the west. Push the block to the west. When it is out of the way, head south. Push the block at your left to the west. Head south again. Next, you can see a block to your right, which you should push all the way to the east to continue south once more. Head west to leave the room. There is a Magic Encampment Symbol in this room, so save your game.

Continue east once more and take the doorway into another room. Go to the upper west corner to find a block puzzle. Four blocks and four block-sized plates are on the floor. You must push the blocks onto the plates. For convenience, we have numbered the blocks (1, 2, 3, and 4) from left to right. Push block 2 one half space to the north. You now can squeeze between blocks 1 and 2. Push block 1 to the south and onto the plate to the west. The screen shakes a bit if the block is lined up correctly. If the screen does not shake, you probably have pushed the block too far to the south. Now, simply push the remaining blocks onto the other plates. This puzzles gives Cecilia the Vase, which allows her to extinguish fires.

Travel southeast and enter the room. You can see three blocks and three plates here. Again, number the blocks (1, 2, and 3) from left to right. Push block 2 halfway towards the northern wall. Leave enough space for you to reach block 1. Push block 1 onto the plate, and then push the other two blocks onto the other two plates. For your efforts, you receive a Shining Cape.

Head southwest and enter a room with two blocks and two plates. Push the block on the right a bit towards the center of the room. Now push the left block onto the plate in the upper right corner of the room. You should have enough room to pass. Finish the puzzle to receive a Crest Graph.

Now head southeast to find another puzzle. There are two blocks positioned in north-south fashion and two plates in each of the upper corners of the room. Push the northern block to the left plate and the southern block to the right plate. Move the second block north, and then walk around the west side of the block and push it onto the eastern plate. You receive another Crest Graph for this easy puzzle.

Head southwest again to find another puzzle. You are on your own with this one! When you complete the puzzle, you will earn another Crest Graph. They just give these things away!

Exit from this area to the southwest. You now will be back at the Magic Encampment Symbol. Continue north and extinguish the fire with the Vase. Step on

the switch and proceed to the left. When you come to the checkered pattern of blocks, push one of the lower blocks to the east one half space, and then clear out the northern blocks by pushing the left ones to the left and the right ones to the right. You should be able to reach the southern block that obstructs the southern path. Push the block to the east and use the Vase. For this, you will receive the Duplicator. Exit from the room and then reenter it through the right door. Use this same technique with the blocks to travel to the north.

As you speak to the Sea Guardian, Lady Harken attacks you. She has Scythe Attacks and possesses around 14,000 Hit Points. By now, you should not have much trouble with demons who pull these little hit-and-run stunts. When you defeat Lady Harken, Jack learns a new Fast Draw Technique, and your party acquires a Triton Rune.

Return to the Ship when you have completed the level. You probably want to rest in Rosetta. Sail to the southwest for Baskar. The leader of Baskar Village tells you about the Demon's Lab on an island in the northwest.

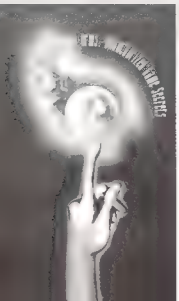
# The High Seas

## Objective

✣ Cross the seas to reach the Demon's Lab.

## The Enemy

✣ Hammertail
✣ Hornedhelm
✣ Sommerell



## Magic, Munitions, and More ...

✣ Crest Graph
✣ Duplicator

## Mission

NOTE: *The sea is quite dangerous once you first enter it. Be sure you carry plenty of healing agents when you travel by sea to the northwest toward the Demon's Lab.*

Southeast of the Demon's Lab is a Magic Guild. Look for a forest with a square patch of trees missing. Land on the beach and head north to enter the guild. You can use the Guild to upgrade all of your spells. These advanced spells will assist you in the Demon's Lab.

# Demon's Lab

## Objective

+ Gather much valuable information on the Guardians from the Demon's Lab.

## The Enemy

+ Galgancher
+ Garum
+ Prisoner
+ Stoker
+ Witch Doctor

## Magic, Munitions, and More ...

+ Bazooka
+ Energy Saber
+ Mega Berry
+ Potion Berry
+ Revive Fruit

## Mission

When you enter the Demon's Lab, head north. You can see two Security Generators. Destroy them and continue on your path until you arrive at an elevator. Take the elevator to the next floor.

You now are in a large room. Take the first set of stairs and enter the doorway to the north. Keep heading north to find the Bazooka. Return to the large room and take the second set of stairs. Go to the bottom of the room and take the elevator.

In this next room, there are three doors. Explore the left and right areas first, and then take the center door to the next level. Save your game here and take the elevator down to the next area.

You now are in a room with one large door and four smaller doors on the north side. Enter these doors in the specific order below. First, enter the first door to the right of the main door. You will fight a Witch Doctor and some of his cronies. Eliminate the Witch Doctor as soon as possible! He can cast Paralysis, Poison, Disease, Forgetfulness, Confusion, and Bad Omen spells on anyone in your party with one attack!! After you defeat him, search the terminal for information. Leave the room, proceed to the first door on the left of the large door, and do exactly the same thing.

Next, enter the far left door. (You should know the routine by now.) After you turn on the terminal, go to the room furthest to the right and select "Next Parameter." Continue to read the data and changing parameters. You retrieve some useful information from here. The computer also informs you that the password to the main door is "Demon Gate." Go to the main door, inspect it, and type "Demon Gate." Enter the room and fight Lady Harken. She has one strong powerful attack, one weak attack, and one moderate attack that damages everyone. Try not to let any of your characters' Hit Points fall below 1,000. Use Jack and Rudy to attack and Cecilia to cast Arm Down, Shield, and Heal Spells.

Once she is defeated, search the terminal to the north to gather more information. Leave the lab and restock your supplies. When you are ready, head to the Forgotten Ruin.

# Forgotten Ruin

## Objective

✣ Search the Forgotten Ruin to find the valuable Ocarina.

## The Enemy

✣ None

### Magic, Munitions, and More ...

- Bullet Clip
- Ocarina

### Mission

In order to reach the Forgotten Ruin, go to Court Siem, sail south, and then west through the channel. Land on the northern beach and walk south through the forest. Cross the bridge to the east and find the forest with the missing patch of trees. Walk to the patch and enter the Forgotten Ruin.

Enter the house and search the table to obtain the Ocarina. Search the barrel to get another Bullet Clip, and read the books to learn more about your Golem. Once you have the Ocarina, go to the Wandering Isle.

## Wandering Isle

### Objective

- Travel through the Wandering Isle to reach the Dead Sanctuary.

### The Enemy

- Diefighter
- Miann
- Miconid
- Wyvern

### Magic, Munitions, and More ...

- Crest Graph
- Izamna
- Magic Carrot
- Red Jacket
- Sioux Poncho

## Mission

The Wandering Isle isn't really an isle, but an area of land to the west of Milama. The easiest way to get there is to travel to Milama and keep sailing west. You will wrap around to the east side of the map and you will see a stretch of land with a cave. Land on the beach and explore the cave.

Enter the first room and talk to the pessimist. After you speak with him, head north. Use the Grappling Hook to make your way to the northwest, and then follow the cave to the north. In this room, use the Grappling Hook and Hanpan to find all of the chests that are scattered throughout this level. When you have found everything, proceed to the northwest and enter the cave. Continue through the cave to find a Magic Encampment Symbol. Exit from the cave to the northwest. When you reach the shore, use the Ocarina to summon the Golem. You now may walk across the water and enter the Dead Sanctuary.

# Dead Sanctuary

## Objective

- Discover valuable knowledge about the three most powerful Guardians within the Dead Sanctuary.

## The Enemy

- Diefighter
- Kelbim
- Miann
- Niebass
- Ukoback

## Magic, Munitions, and More ...

- Crest Graph
- Elder Scroll
- Lunar Rod
- Mystic Apple
- Wise Slate

## Mission

When you enter the Sanctuary, use the Vase to extinguish the flames to the north and enter the next room. Go to the far right and move the gray statue to the north, so you can fit through the opening. Continue walking north into the next room, and push the statue to the left onto the plate. Head north again and move the statue away from the wall.

Use one of Rudy's Bombs to blow up the wall. If you continue north, you will see a statue and a fire. Extinguish the fire and move the statue onto the plate. Head south to the room with three statues. Exit from the room to the southwest to get another chest. Return to the room with three statues and use the Watch to push the statue currently on the plate to the east.

Pass through the doorway on the right and open the chest. Head north, and then due east as far as possible. Take the Mystic Apple from the chest and return to the northern doorway. Enter the next room and look for the Elder Scroll to your left. After taking it, return to the right side of the room and head to the southeast cor ner. Go north and get the chest. Return to the center of the room and head to the northernmost pathway. When you reach this pathway, travel to the west until you can go no further. Turn south now and, again, travel as far as you can go. Head west again, and read the sign about the Guardians. Head south, and then east to the corner. Move a bit to the north and take the stairs to the west. You are now above the Guardian Sign. Keep heading west, and then go north. Exit from the room through the northwest corner.

When you enter the room, go south to read the signs. Read the first two signs, and then return to the stairs to head east. Travel south to read the last sign. Exit from the room through the northeast.

You begin this room in the northeast. Head south to read the sign for a clue to the next puzzle. Exit from the room to the north. In this new room, you must take a winding path from the north to the south. Follow the path and remember to col lect items from the chests on the east side. Exit from the room to the north.

In this next room, head north and extinguish the flames. You will see three doors in front of you. Take the center doorway into the next room that also has three doorways. Again, take the center door. In the following room, take the left doorway. You now are in the room with the symbolic statues. Do you remember the clues from the signs? Move the gold to the middle, the red to the left, and the blue to the right. Blow up the green and the door opens. Follow the pathway to the Magic Encampment Symbol and collect the chest to the east. Open the door to the north with the Tear Drops. Boomerang and Luceid are on the other side of the door, so prepare for combat!

Boomerang and Luceid have approximately 12,000 and approximately 10,000 Hit Points, respectively. Use a round to increase your offensive powers or to reduce their defensive powers. Hit them with everything that you've got! Be careful with Boomerang as he has an attack that causes approximately 1,400 Hit Points of damage. Have Cecilia heal the heroic trio continuously. There are two strategies you can take in this battle: (1) Only attack Boomerang; or (2) Focus all of your attacks on Luceid from the beginning. Luceid is much easier to defeat. Once he is gone, you will have an easier time with Boomerang. Do not attack them both at the same time! Focus your attacks on one or on the other. Once you have defeated both foes, search the statues to the north, and Cecilia will receive the High Guardian Force. Continue north and have Jack accept the challenge to receive a new Fast Draw Technique. He will fight Zoa Zein, who has approximately 2,000 to 2,500 Hit Points. When you finish the battle, leave the dungeon.

# Gate Generator

## Objectives

Upon completing the Dead Sanctuary, you are thrust into the Gate Generator immediately.

- Take advantage of the opportunity to collect numerous treasures
- Discover more about the heroes.

## The Enemy

- Amplifier
- Dan Tarian
- Fankelvine
- Leprechaun

## Magic, Munitions, and More …

- Bullet Clip
- Crest Graph
- Force Unit
- Heal Berry
- Magic Carrot
- Nectar
- Potion Berry
- Secret Sign
- Full Libra

## Mission

As soon as you leave the Sanctuary, you are transported to the Gate Generator and forced to fight three Amplifiers immediately. They each have approximately 2,000 Hit Points. The Amplifiers' weaponry does not cause much damage, but these villains have all of the annoying magic spells. Destroy them quickly.

Go left to find three chests and a Magic Encampment Symbol. Now, head right and exit from the room to the south. Follow the path out of the next room. Once you are in the hallway with the two statues, head north. Pass through the left door to enter the next room. Now, head south until you reach a Heal Berry. When you leave this room, you will see Zed. He shows off his new technique to make the floor drop. Hit him with the Grappling Hook, and he will run like a scared little child. If you chase Zed, he will try to trap you with an electric floor. Use the Skates to travel south. When you arrive at the four-way intersection, go north and pull the lever to turn the floors off. Now, head back to the four-way intersection to go south.

There are numerous treasures in this section. Head to the southeast corner and hit the switch. A column appears in the center of the room. Activate the center switch, and a purple barrier appears, blocking the stairs. Use the Grappling Hook on the column and head west to the door. When you reach the chests, go back to the four-way intersection. Take the eastern route, and then, head north.

In this next room, go to the north for treasure and leave the room to the south. In the following room, you will see Zed. Collect the Nectar to the south and follow Zed. You will see him do something at the southern end of the room. Go to that spot, search the wall, and pull the lever. Exit through the secret door and follow the path.

You enter a room with four levers. Again, let's number the levers (1, 2, 3, and 4) from left to right. If you pull all of the levers, Zed will trap you in the last room. No problem if you have Cecilia's Watch. After you gain access to the fourth lever (by pulling the third lever), pull the second lever again. This will close the third door, and Zed will be unable to trap you. Pursue him again, and you can use the Magic Encampment Symbol. Go north to fight Diablo, a Golem.

Diablo has approximately 25,000 Hit Points and regenerates with Fire. Use your Water Powers in this battle. Diablo fights with a rolling attack that causes approximately 1,400 points of damage—so be ready for it!

When you defeat him, chase Zed. He will lock himself behind a door. The password to this door is "Tempest." Enter the room to the north to fight Zeikfried, who can sustain approximately 25,000 Hit Points. Zeikfried has an annoying Negative Rainbow attack that damages everyone. Rudy's Guns and Jack's Techniques work well against him. Once you defeat him, you will learn more about our heroes.

Return to Rosetta and take Jack and Cecilia to find Mariel. Stock up on supplies, and remember that Rudy will be unable to assist you in battle. When you are ready, go to the Forest Mound to the south. Once you arrive there, take Mariel to the Shrine. Suddenly, you are in the Filgaia of yore and lore—Filgaia 1,000 years ago!

Walk south until you reach two rocks. You can go east through a hidden pathway through the trees. In the southeast corner, you find a Full Libra. Go back to the main path and head south to be greeted by an Elw.

## Tarjoo

### Objective

+ Find more items to prepare for future battles.

### The Enemy

+ None

### Magic, Munitions, and More ...

+ Agile Apple
+ Blue Ribbon
+ Crest Graph
+ Magic Carrot
+ Mega Berry
+ Mystic Apple
+ Sunbird Hat
+ Spirit Key

## Mission

Walk around the town and search every barrel. Use the Wand to talk to the animals. The Koala Bear is a Save Point. Go to the house in the northeastern part of the town and speak with the village elders. They will give you the Spirit Key. Leave town and head southwest to the Forest Prison.

# Forest Prison

## Objective

- Pass through the Forest Prison to reach Vassim's Lab.

## The Enemy

- Alfase
- Blk Sabath
- Snatcher
- Trifed

## Magic, Munitions, and More ...

- Crest Graph
- Prairie Coat
- Mirage Coat
- Warrior Vest

## Mission

First follow the path until you see a small furry creature by a tree. Use Cecilia's Wand to talk to him. The forest is endless, so explore it for awhile. You can gain experience and find a few items. When you become bored, return to the woodland creature and follow the directions below.

For simplicity, the text in this section refers to each screen fade as a change or passing between rooms. From the woodland creature, head south to reach a fork in the road. At the fork, go west to the next room. Head west from here; in the following room, go south. The next room offers you a choice of south or west—go west. Now, you can go west or south. Traveling west brings you to the Magic Encampment Symbol. If you save your game, return to this room and head south. In the next

room, you will see some stairs and have a chance to go west or south. Go west to unlock the chest with the Spirit Key. Follow the light to its source and receive the Life Rune. Return the way you came. You know where to find the correct room of departure because the room immediately to the west of this room contains an empty chest.

From the stairs, head south. In the next room, you find yourself at the base of a cliff. There is a chest on the top of the cliff. Follow the path that curves west at the base of the cliff. In the next room, the path curves southward—follow it for two more screens until you find your way out.

Now you may enter Vassim's Lab.

# Vassim's Lab

## Objective

✚ Speak with Vassim to gather information on how to save Rudy.

## The Enemy

✚ None

## Magic, Munitions, and More …

✚ Duplicator
✚ Hyper Gear
✚ Magic Carrot
✚ Mega Berry

## Mission

If you speak to Mariel, you will recover your Hit Points and Magic Points. Speak with Vassim to find out what you need to help Rudy. Return through the Prison Forest to the Forest Mound and teleport back to present Filgaia. Go to Curan Abbey.

Follow these directions to return through the forest:

1. Go north.
2. Take the stairs to the north.
3. Follow the path east.
4. Follow the path north
5. Take the stairs north.
6. Head east.
7. Go northeast.
8. Head east.
9. Continue east.
10. Head north to see Mr. Squirrel again.

# Curan Abbey II

## Objective

✚ Find the De La Metallica book in the secret Library beneath the Abbey.

## The Enemy

✚ Blue Book
✚ Gagison

## Magic, Munitions, and More …

✚ Capuche
✚ Magic Carrot

## Mission

Using the Tear Drops, enter the Abbey's Secret Library the same way you did at the beginning of the game. There are thousands of books here, and one of them must be the De La Metallica within which the Illusion Guardian resides. Each bookshelf has books related to a single subject area. The bookshelf you are looking for is in the room where you battled Nelgaul. The book is on the bookshelf to the left of the door. Read the book, and you will be transported magically into the World of Illusion.

# De la Metallica

## Objective

✚ Find the Illusion Guardian hidden within the book.

## The Enemy

✚ Talgium
✚ Necronomic
✚ Pumpknhead
✚ Mysticspot

## Magic, Munitions, and More ...

✚ Hades Rune

## Mission

When you first arrive in the World of Illusion, you will be near a flight of stairs. Follow the stairs down until you reach the door to your first puzzle. After going through the door, you find an area with two flights of stairs leading to the same door above. When you reach the door, it says the door has been shut for two hours. The answer to this puzzle seems obvious, but it is not quite that easy. Use the Watch to go back in time when the door was open. Be sure that you climb the stairs to the right, as moving counter-clockwise makes time go backwards one hour. If you ascend the left stairs, time moves forward one hour, and you are further from your goal. Every time you climb the stairs and search the door, use the Watch again until the door is open.

In the next puzzle area, as you read books, they disappear. There also is a Magic Encampment Symbol for your convenience. Next, you find a locked door with the clue, "Knowledge and treasure go hand in hand." There are five bookshelves above—and five treasure chests below—you. There is nothing in the chests, and the books on the bookshelves open to specific sentences when you try to read them. Read the books, then descend to the chests below. Open the chests that correspond to sentences about searching or looking. If the chests were numbered one to five from left to right, you want to open the third and fourth chests. Next, open the chest that tells of people tearing apart the land looking for the future and, then, the chest that relates the story of the foolish woman who opened the box that released desires into the world. Once you have opened these chests, return to the door and it opens for you.

If you follow the path of books, you end up at your next puzzle. Once you have read all eight books, Jack will acquire a new Fast Draw Technique. In this room, there are a stone slate with a question, a door to the left, and another door to the right. You will be asked a series of questions here. The correct path to take is as follows: (1) left; (2) right; (3) right; (4) left; and (5) right. When you answer all the questions correctly, you can exit to a new area. Answer any of the questions incorrectly, and you must start all over again with the first question. Follow the pathway (after answering the questions correctly). You come to Duras Drum, who rewards you with the Hades Rune for completing the labyrinth. You then are warped out of the book and back to the Secret Library. Now you can return to Vassim's Lab to heal Rudy.

# Vassim's Lab II

## Objective

✚ Return with the power of the two Guardians needed to heal Rudy.

## The Enemy

✚ Elizabeth

## Magic, Munitions, and More ...

✚ Secret Tool

## Mission

Take the two runes to Vassim, so that he may perform the operation that will repair Rudy's ARM. Once the operation is complete, Rudy's recovery depends on Rudy himself. Go upstairs to speak with him. As Cecilia talks to him, Rudy fades ... fades ... to a dream ....

As a child, Rudy was different from other kids, who stayed away from him. Memories of Zepet, his grandfather, are all that he holds dear. And in this reverie—this retreat—everything seems to urge Rudy to remain within this dream, to shun reality—a lonely, scary place. As Cecilia tries to wake Rudy, so that he may find his way out of his loss of consciousness, a demon confronts her. Elizabeth, the dream-eating demon! A battle ensues over Rudy's dream. Elizabeth is a tough opponent for Cecilia alone. Some spells will return Hit Points to Elizabeth, so you must choose your spells carefully. A Life Drain Spell works well, as it causes damage and retrieves Hit Points for you. Elizabeth's biggest weakness is Holy attacks. Cast the Saint Rune or use your Mystic Force on a Holy Ring if you have one. You can attack in this fashion, even if you are silenced. Freeze also seems to cause more damage to Elizabeth than it usually does to other opponents.

Once Elizabeth is defeated, Raftina appears. The Guardian of Love has come because Cecilia has shown so much love for her friends and for the land of Filgaia. Soon thereafter, she awakes, as does Rudy. Before you leave, have Rudy speak with Vassim. Vassim will help Rudy realize a new power within himself—the Fury Shot. Leave Vassim's Lab and use a Bomb to destroy the box hidden in the trees. You will find the Secret Tool.

# Filgaia

## Objectives

+ Find the Gemini Circuits to complete the Protowing.
+ Solve the mystery of The Temple of Memory.

## The Enemy

+ None

## Magic, Munitions, and More …

+ Crest Graph
+ Holy Parasol

## Mission

Once you return to Filgaia, Mariel—more determined than ever to restore the beauty and greenery of the land—leaves. As you leave the Forest Mound, Jane appears and takes you back to Adelhyde Castle to see a demonstration—one of Professor Emma's newest inventions, the Protowing. The Protowing is a flying machine, but it cannot pass over mountains. This aircraft simply does not have the power to fly at high altitudes. Gemini Circuits, however, would give the Protowing the power to fly at high altitudes. Rudy, Cecilia, and Jack take the Protowing to find one of the Gemini Circuits, while Jane and the others look for its twin in Sweet Candy. The first place you should go is to The Temple of Memory to the northwest of Adelhyde. Remember The Temple of Memory? Remember the Elw elder's name? Well, his name was Emiko. Input "Emiko" into the machine and the door opens. Just inside the temple, there is another door. Use Cecilia's Tear Drops to open this one. Inside you will find three chests. The Holy Parasol is the real treasure, though.

After searching throughout the lands of Filgaia with your new flying machine, you should notice a region that you previously could not access. Within this area, which lies to the northwest of Court Siem, is Gemini's Copse. You must enter from the north, as the area is enclosed by mountains from the other three sides.

# Gemini's Copse

## Objective

- Find the Gemini Circuit to complete the Protowing.

## The Enemy

- Iron Maiden
- Valkyrie
- Hydra
- Duelgull
- Urchinbug

## Magic, Munitions, and More …

- Jewel
- Crest Graph
- Black Pass
- Magic Carrot
- Pouch
- Mega Berry
- Duplicator
- Ambrosia
- Secret Sign
- Phaser ARM

## Mission

As soon as you enter the Ruin, ascend the stairs and destroy the back wall with one of Rudy's Bombs. This opening will reveal a Fast Draw Technique for Jack, the Guilty Blade, a gift from the Guardian of Swords, whose ruin lies in the temple in the mountains. Go back through this opening and down the stairs. Behind the breakable wall are two fires, easily extinguishable with the Magic Vase. You find a Jewel here. Follow the pathway outside to find another Jewel behind another breakable wall.

At the end of the corridor on the right side, you will find two chests, one of which contains the Black Pass. Just beyond your reach lies another chest with a new ARM for Rudy. Find two statues without Jewels. One blocks a doorway, while the other sits next to a barred door. Use the Jewel to access the tomb within. The statue in front of the door leads to a new ARM for Rudy, the Phaser. When you leave, remember to retrieve the Jewel from the Statue. (You will need it later.) Behind the other door, you find great treasures, including a Pouch and a Mega Berry. And behind the chest with the Mega Berry, you find two more Jewels. (Just break the wall behind the chest.) Put out the fires to your right to reach the Magic Encampment Symbol and a trap, where you can find another one of Rudy's tools, the Punching Glove.

Use the Punching Glove to get the chests on top of the statues, and use his Bombs to access the ones behind the walls. As you enter the room to the north, there is a chasm. Punch the movable post on your ledge with the Punching Glove to the other side and swing across with the Grappling Hook. On the other side of the chasm is the Gemini Circuit, but as you take it, a Mech Drake attacks you. Since the Mech Drake casts silence, you may have to battle him without magic spells. Use spells as long as you can to increase your defense, increase your offense (with the

Hyper), and heal yourself. If you are silenced, use Jack's regular attacks on the foe and Cecilia's Mystic or Potion Berries to heal the trio. Rudy always should attack with his most powerful ARM. You should defeat the Mech Drake in no time at all. Take the Gemini Circuit and return to Adelhyde Castle.

# Filgaia II

## Objective

✚ Retrieve the Gemini Circuit to complete the Gullwing.

## The Enemy

✚ None

## Magic, Munitions, and More …

✚ None

## Mission

As you return with the Gemini Circuit, Sweet Candy is attacked by a Stone Mermaid, as it tries to deliver the second Gemini Circuit to Adelhyde. Everyone is safe as each person is washed up along the Ship Graveyard's shore, but Sweet Candy and the Gemini Circuit are gone. Everyone returns to Adelhyde to try to determine what to do. Remember that anything lost at sea is bound to turn up at the Ship Graveyard. Return there—and sure enough!—the Gemini Circuit has been sitting there for you to grab. Return to Adelhyde to speak with Professor Emma. She quickly finishes the adjustments to the Protowing, transforming it into the Gullwing. Now you can travel almost anywhere in the world.

# Lost Guardians

## Objective

✚ Find the rest of the Guardians dispersed throughout Filgaia.

## The Enemy

✚ None

## Magic, Munitions, and More …

✚ Heaven's Rune
✚ Star Rune
✚ Sword Rune
✚ Castle Rune

## Mission

On a deserted island to the north of the Epitaph of the Sea Wind Tower, you find a rock. When you search this rock, Solus Emsu appears in order to lend you his power. From him you receive the Heaven's Rune. This island can only be reached by ship, as the Gullwing and Protowing cannot land on such a small rock.

Next, return to the ruins of Photosphere. As you search the crater there, Rigdobrite appears. He agrees to join you in your crusade; from him, you receive the Star Rune.

Now travel to a valley surrounded by mountains to the west of Giant's Cradle and find the Ancient Altar. You can only reach this valley by flying your Gullwing. You also find the Sword Rune here. (Equitess had hinted of this place as a place to find a lost Rune.)

Back in Adelhyde, give Engineer Tom the Secret Tool, so he may repair the desecrated statue in the northwest part of town. After the statue is repaired, go to the area. Zeldukes appears in order to help you in your battle. The Castle Rune is now yours too.

# Pandemonium

## Objectives

- Find the Darkness Tear.
- Stop the Demons from using its power to destroy the land.

## The Enemy

- Karon
- Fairylight
- Aspick
- Tereon
- Hecarde
- Stux
- Flurity
- Zoa Zein

## Magic, Munitions, and More …

- Mind Gem
- Mega Berry
- Bullet Clip
- Magic Carrot
- Lucky Card
- Secret Sign
- Crest Graph
- Ambrosia

## Mission

First, find the chest with the Mind Gem. Use the wall switch and head towards the save spot and the nearby chest. You find Elmina just in time for Alhazard to appear and wisk her away, leaving you to face Turask. Turask is a formidable opponent with high-attack power and strong defenses. Keep your Hit Points high with Heal Spells and attack with your strongest weapons. If you have a chance to attack with spells, he sustains considerable damage from Rainbows. He has over 20,000 Hit Points, so be sure your magic points and ammunition last for awhile. Once you defeat him, you get caught in Alhazard's trap. Each hero is thrown into his or her own prison cell.

A small mouse hole in Jack's cell provides just enough space for Hanpan to squeeze through. As you talk to him, navigate him through the tunnels, watching out for dead ends. Eventually, Hanpan reaches a lever that unlocks the doors. For the most part, direct him towards the northeast. Once you pull the lever, work to reunite our heroes.

Cycle through each character, searching pots and barrels you come across; you may find useful items within, especially for Jack since he passes through so many cells.

You can travel with Rudy until you reach the purple pillars that block his way. Next, switch to Jack. A red magical door stops his progress. Move Cecilia to the wall switch and activate it. This switch releases Jack, so he can proceed. Have Jack drop the purple pillars for Rudy. A blue door now prevents both of them from advancing. Have Cecilia activate the switch again and wait near the Red Door. Another set of purple pillars keeps Rudy from moving forward, but Jack advances and finds a wall switch to set Cecilia free. As Cecilia makes her way to the blue ground switch, she activates a switch that drops the purple pillars in front of Rudy. All three heroes now may move to their respective blue floor switches. Have everyone stand on the blue floor switch in his or her section to reunite the party. If you travel through Jack's area with the entire team, you will find a wall that Bombs can break. This access yields a fair amount of good treasure. You now enter a fray with the Demon Prophet. Make sure everyone is healthy and equipped for battle. With your full party, the Demon Prophet is no match for you. As long as you heal your team consistently, it will be extremely difficult for you to lose. The Demon Prophet can direct his attack at everyone, causing less than a thousand points of damage per character. He also has special attacks directed at individual warriors, which cause much more damage, but only to that one particular character. Attack him with Jack and Rudy, and you should defeat him fairly quickly.

NOTE: *Whatever you do, do not have Rudy fight the Demon Prophet alone. Wait for the entire team.*

TIP: *If one character does engage in a lethal battle with the Demon Prophet, tell the Demon that you must return to your cell. He will let you go.*

After you pass the Demon Prophet, you can save your game again. Search the rest of the Castle, and you will encounter another boss character, Shazam. Shazam, the evil demon sultan, has multiple attacks, so maintain your guard. He can blast you with winds that cause over a thousand points of damage. His shrieks have random effects

on your party, and he can hit characters with dark rays. Cast Lock State at the beginning of the battle to protect your warriors from the shrieks and put Hyper on Jack to increase his attack power. Keep attacking and healing until you lay waste to Shazam.

CAUTION: *Do not forget to cast Lock State again every five or six turns while battling Shazam!*

Shazam has more Hit Points than Turask or Demon Prophet, so be ready to fight for awhile. Refrain from casting attacking magic spells, as some spells return Hit Points to Shazam. Once he is defeated, you may pass to see the Darkness Tear.

Alhazard shows up again and informs the party of his evil plans. He plans to use the Elw Pyramids to distribute the black light from the Darkness Tear. He releases the power, and disaster upon disaster descends upon the people of Filgaia. Jack attacks the Tear repeatedly until he finally succeeds in freeing Elmina. She runs off, and Jack lies unconscious, remembering a time when he and Elmina were together. As Jack awakes in Adlehyde Castle, he has but one request from his friends—that is, to return to Arctica Castle to stop Lady Harken once and for all.

## Arctica Castle

### Objectives

- Stop Lady Harken.
- Hopefully rescue Elmina.

### The Enemy

- Roar
- Ghoul
- Hopedia
- Wiseman
- Flurity
- Durahan
- Nemesis

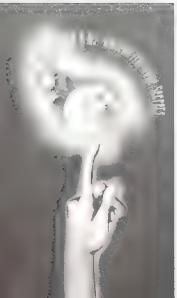
## Magic, Munitions, and More …

- Full Revive
- Mega Berry
- Nectar
- Secret Sign
- Wild Bunch ARM
- Lucky Card
- Black Feril
- Boom Getter

## Mission

Search the Castle and collect treasures. You need Duplicators to reach the four Secret Signs. On the roof, you find a box with a new ARM for Rudy—Wild Bunch. From the roof, head out the door in the center and go to the right. This will take you to the throne room. Use Jack to look at the throne. You receive the Black Feril, and Jack learns another Fast Draw technique. Return to the area with the ARM and go to the left this time. You eventually find a Magic Encampment Symbol. Go south to reach the moving platform where the Knights were attacked long ago. You are now in the area of the castle where Mother Queen was held for so many years. Before you speak with Elmina, heal your party and collect the Boom Getter.

Jack then fights Lady Harken one-on-one. Lady Harken uses the Magnum Fang Technique on you. If you have not learned it already, use it against her too. If you do not use this technique, use the Meteor Dive. When your Hit Points are low, use Mega Berries or Nectars. There is no better time to use them than now; Jack cannot heal himself any other way. If you keep your Hit Points over 1,000 at all times, you probably will not lose. Once Lady Harken is defeated, you receive another Secret Sign. Elmina is gone, but the Guardian of Courage appears as Jack finally learns what true courage is. The party receives the Courage Rune.



As the party leaves the Castle, the demons are hard at work. With the weakened powers of the Guardians and the destruction of the Darkness Tear, these demons were able to unleash the power of the unholy tower, Ka Dingel, from the watery depths once again.

Return to Adelhyde to help reconstruct the city. Once you have finished the repairs, you notice that many new areas have developed due to migration into the town. You also observe that the town's northeastern corner, where there once was a thicket of trees, now holds more houses for people to come and settle. Place the Black Pass you found in Gemini's Copse on the bookshelf in the weapons shop to access the Black Market, which sells stronger weaponry, less penetrable armor, Potion Berries, and Goat Dolls. The Goat Dolls are extremely important as you fight tougher bosses in the game.

You also must donate even more Gella to help finish the reconstruction of the town. It starts with 30,000 Gella and increases to 100,000. The donations are a good investment, as more people move into Adelhyde, you gain more information on areas to search in Filgaia and more items to aid you in your quest. The most useful of the townsfolk include the following:

THE FIFTH MAN IN THE PUB, who gives you the Dispellado, a tool that allows you to neutralize dimensional magic; and,

BARTHOLOMEW'S OLD FRIEND, Drake, who gives you a new boat made from some of the wreckage of the original Sweet Candy.

# Saint Centour III

## Objective

- Explore the town to find a hidden surprise…an old foe and, possibly, a new friend …

## The Enemy

- Master Z

## Magic, Munitions, and More …

- Doom Bringer

## Mission

If you return to Saint Centour and speak with your blind friend, she tells you that a swordsman has visited her. As you search around the town, you do not find anyone else. Perhaps, out of her isolation, she imagined the whole event? At any rate, as you leave the town, your old foe Zed appears!

Zed is enraged that you have followed him here and tries to engage you in a fight. If you fight him, you are in for the fight of your lives. Now known as Monster Z, Zed is much more powerful than the Zed of old. With all of his old tricks, Zed also has a new one, Higi Kajin-Eisatsu! This attack hits your party for about 2,500 points of damage and may put characters to sleep. At the beginning of the fight,

have Cecilia cast Lock State and put Hyper on Jack. Have Jack and Rudy attack like mad, while Cecilia heals the trio. Equip all three heroes with Goat Dolls in case you fall behind in healing everyone. When you defeat Monster Z, you are rewarded with the Doom Bringer—a powerful, but unlucky, sword.

Zed now recounts his story to you, and you are offered a chance to let him go. Be generous and let him off the hook. He has found happiness beyond killing. Grant him an opportunity for peace in his life—now that his days of war are behind him.

# Baskar Village II

## Objectives

+ Find the Guardian of Hope to further the quest.
+ Gather clues on the Rings of Timespace.

## The Enemy

+ None

## Magic, Munitions, and More ...

+ Hope Rune

## Mission

The village elder said that the powers of Love and Courage are the powers of the west wind. The west wind symbolizes the power of Hope. Now that you have the Guardians of Love and Courage on your side, perhaps the Guardian of Hope will assist you too. As you reach the top of the Shrine, Raftina and Justine radiate a light in a fruitless attempt to reach the Light of Hope. Rudy—a stranger to all and alone in this world —Rudy—an artificial being—Rudy…Rudy reaches for the Light of Hope. Rudy never gave up, and the Light of Hope shines upon the group. Called by the Hope of this artificial being, Zephyr bestows upon the trio the Hope Rune.

If you speak to the Elder's Dog, he tells of the Rings of Timespace, the Temple of Illusions, and the way to reach them. Undoing the columns in reverse order, Rudy undoes time itself "and was studied by the magicians in Curan Abbey."

# Temple of Illusions

## Objective

+ Find the secrets of the legendary Illusion Temple.

## The Enemy

+ None

## Magic, Munitions, and More ...

+ Chrono Rune

## Mission

The book Rings of Timespace tells of the two alignment circles of the rings. "One circle designates Northwest, Southwest, Southeast and Northeast. The other circle designates West, South, East and North." No one realized that these sentences were the secret code to unlocking the path to the Illusion Temple itself. Once inside the temple, you see a purple light. This light is the Guardian of Time, and he speaks of a life form—neither demon nor human—Elmina. Since she no longer is a demon, she has regained her humanity. She can be returned to life with the power of the Life Rune. But Jack asks that she not remember anything about becoming a demon. This request also erases her memory of Jack. At this point, the party receives the Chrono Rune.

Return to Milamia Town and you will notice that a new worker has appeared in the Pub. Why, it's Elmina! Talk to her to see what happens next.

# Heaven's Corridor

## Objectives

- Move through the Mystic Tower's labyrinthine dungeon, collecting treasures within chests and solving puzzles on your way.

- Receive a Dual Cast Force from Magician Dhee.

## The Enemy

- Jacklanton
- Orc Lord
- Prisoner
- Garum
- Gnome
- Kaim

## Magic, Munitions, and More ...

- Magic Carrot
- Nectar
- Crest Graph

## Mission

Just to the west of Adelhyde, fly your Gullwing over the mountain peaks to the Mystic Tower. You must have at least two Duplicators to navigate through this dungeon. As you enter the dungeon, turn right. You can see some pots and a bookshelf in the room. Read the books on the bookshelf; they contain clues that you will need to reach the top of the tower. When you search among the pots, you will find a switch. Activate the switch to open the next area. This second area has teleporters invisible to the human eye. Stepping on a transporter will warp you back to the tower's entrance. To navigate through the teleporters, start at the entrance of the first room. Walk directly toward the bookshelf and turn right, passing through the northern doorway. Proceed to the door that requires a Duplicator and enter. As soon as you enter the next room,

walk along the right wall. A teleporter is mounted above the door; avoid walking straight ahead. Head east. You can see a passageway to the north and chests to the south. Do not try to open the chests yourself—use Hanpan. The corridor to the north is safe. You will find a save spot there.

The last section of this mission is trickier. You must solve three puzzles. In each puzzle you must touch a floating gem that imitates your movement on the opposite side of the room. The secret to these puzzles is to examine the differences between the two sides of each room. In the first room, position the gem in the northeast corner of the room, one square to the left of the extra purple block in the corner. Walk towards the conveyer belt on the right and you will find yourself within reach of the gem.

In the second room, you need to move toward the top half of the screen. Move between two blocks. Run north and hit the pillars at the top of the room. Once you do this, simply cross over the conveyer belt. You meet the gem in the middle of the room.

The third puzzle is the easiest. As soon as you enter the room, go to the west side of the room. Two blocks are missing from the row near the wall. Drop into this lower space. The gem cannot move to the other side of the room. Walk back to the middle of the room, and it's as easy as that! As you exit, you notice a dead-end. Could this truly be the area where the Magician Dhee is hiding? Remember the clue from the book at the bottom of the tower? That's right—use the Tear Drops between the two trees and Dhee appears. He gives Cecilia the Dual Cast Force, the most powerful spell.

# The Abyss

## Objectives

- Teleport to the Abyss to collect fantastic treasures and battle phenomenal foes.
- Fight and defeat Rago Ragla.

## The Enemy

- Gamizine
- Ghostrider
- Evrenome
- Gigafrost
- Gigaflame
- Largon
- Urunge
- Wojanoid
- Crawly
- Rago Ragla

## Magic, Munitions, and More ...

- Dead Heat
- Texas Number
- Ruby Tiara
- Amulet
- Orb of Life
- Power Boost
- Mystic Slate
- Sheriff Star

## Mission

To reach the Abyss, punch the teleporter for the Elw Pyramid with Rudy's Punching Glove. As soon as you punch it, immediately jump inside. Continue doing this until you notice that the beam of light, which normally transports you, sticks in the reflecting satellite. Once within the Abyss, you face many puzzles and ferocious enemies, but the rewards are well worth the trouble.

For your journey, you need two Duplicators and numerous Goat Dolls. On a side note, be sure to reexplore the Pyramids, especially now with Jack's Grappling Hook. Among other things, you will find Crest Graphs, Secret Signs, and Bullet Clips.

In the Abyss, you first come across five levers and a couple of statues blocking your way. Use Rudy's Radar to find out which levers to pull. Flashes appear behind the levers you need to pull. Counting from the left, you should pull the first, second, and fourth levers. Then the statues will move out of your way. Next, you come across three statues blocking your way once again. Although you cannot see it, the only way you can advance is down the middle. Push the statues on both sides down, and then push the middle statue to either side of the path. You now can pass. When you arrive at a door, use a Duplicator to pass through. You will find considerable treasure within the next room.

The path to the next area lies just to the south of the magically sealed door. Search the next area carefully. Within this area's two rooms, you will find various items and a couple of chests.

Tip: *Do not light the lamps. If you light them, you will be unable to advance.*

The first room contains an empty chest, but there does not appear to be anything in the second room. If you light the lamp, you will get stuck and will be unable to advance. Exit through the northern door with the unlit lamp, and you will appear in the next room. Use Jack's Grappling Hook to navigate through the area and Hanpan to collect chests. You will not find items like these anywhere else in the game.

At the stone circle, play the Guitar of Maya, and Rago Ragla appears. He is one of the toughest—if not THE toughest—bosses in the game. Equip each warrior with Goat Dolls, and you will be set. Don't give into the temptation of equipping your characters with some of the new gear you recently collected. Equip Jack with Hyper and have him use the Magnum Fang Technique on every turn. Of course, Rudy should use his most powerful ARM. Jack and Rudy defeat Rago Ragla after repeated attacks.

Notice that Rago Ragla's Volcanic Bomb special attack reduces Hit Points for each member of a group by 6,000 to 8,000. This is the reason for the innumerable Goat Dolls. After you use one, equip your character with another one at the beginning of the next turn. For defeating Rago Ragla, you receive a Sheriff Star, which greatly increases all of your statistics.

# Ancient Arena

## Objective

- Enter the Ancient Arena in search of new enemies and more treasure.

## The Enemy

- Medea
- Badnews
- Javawalk
- Riversider
- Angol Moa

## Magic, Munitions, and More ...

- Various

## Mission

The Ancient Arena is like a little town—a town that caters exclusively to the pleasures and enjoyment of Duke Pegucci. For 1,000 Gella, you can participate in the events of the day. If you manage to win, you will gain some rare items, indeed! You can enter the Arena as often as you like to stockpile supplies and other items. You also can gain several clues from speaking with people who are visiting the Ancient Arena.

You must fight four battles in the arena. These battles are detailed immediately below.

### Medea

Medea, a monster that closely resembles a human, is very skilled in magic. First, cast a Lock State Spell on yourself. Medea basically has three special attacks. The Human Experimentation is the attack that most likely will defeat your group if you are not careful. Medea has a modest 10,000 Hit Points. A few rounds of your strong attacks should defeat him. Do not take too much time because Medea can cast the Hi-Heal Spell, enabling him to recover from whatever you have done to him.

### Badnews

This large animal of raw power possesses one standard attack that takes thousands of Hit Points from his enemy. Badnews has 40,000 Hit Points himself, so use your strongest attacks on him and maintain everyone's health. This strategy against Badnews is the basic tactic to use for the remaining battles in the Ancient Arena. Have Cecilia heal the party, while Jack and Rudy fire away. Try to use Hyper, Divide Shot, Magnum Fang, Meteor Dive, and Arm Down frequently.

### Javawalk

Javawalk can cast Disease on your characters. This prevents you from healing them until they are cured of that disease. Use the Lock State Spell to prevent this from happening. Better to be safe than sorry! Again, have Jack and Rudy fight, while Cecilia maintains the trio's health.

### Riversider

This foe is not too much tougher than the ones from the previous two battles. Unlike the frays with Badnews and Javawalk, however, this non stop action takes its toll on the group. Keep attacking, especially with the Divide Shot, to take away 9,999 hit points per turn.

By fighting in the Arena, you stand to make a "killing" on collecting items. For fighting the first round, you earn 10 Heal Berries, a Goat Doll, and a Lucky Card. Survive two battles to earn a Power Apple, a Hardy Apple, a Mystic Apple, an Agile Apple and 5 Potion Berries. Make it through the third round and collect 3 Secret Signs, 10 Magic Carrots, and an Ambrosia. If you win all four fights, you take a Duplicator, 3 Nectars, and a Full Libra. Most of these items cannot be bought anywhere in Filgaia, so it may be worth getting each group of prizes numerous times.

The wall behind the duke looks like a fragile decoration of some sort. With a quick blow from Rudy's Punching Glove, the wall shatters to reveal five magically locked doors. You need to have five Duplicators to open all of these doors. If you do not have enough Duplicators, return to the Arena to fight for some more. Once you have all five, travel deep down below the arena floor.

Be sure to heed the warning notes about the Illusion King. Your warriors must have strong attributes to battle this next mysterious boss, and you should have Goat Dolls galore. Distribute Goat Dolls to all three warriors and challenge the Illusion King. Decked with Goat Dolls, you should change your strategy slightly. The Illusion King's Seventh Moon Attack, for the most part, takes away all of your Hit Points once you are well into the fight. Do not have Cecilia cast Heal spells, for they mostly will go wasted. Instead, have her cast Hyper and Counter Up spells continuously. Also, this is a good battle to use a Lucky Card, since you gain so many Experience Points and so much Gella. Once Angol Moa is defeated, you are rewarded with a Juggernaut, a sword that essentially makes Jack the strongest swordsman in Filgaia.

# Ka Dingel

## Objective

+ Race to the "underwater tower," as your adventure draws towards its conclusion.

## The Enemy

+ Will-'o-wisp
+ Sworkassi
+ Blood Horn
+ Amon
+ Hazenberg
+ Fafneil
+ Bafomet

## Magic, Munitions, and More ...

- Mega Berry
- Lucky Card
- Nectar
- Magic Carrot
- Full Revive
- Ambrosia
- Metal Shield

## Mission

Once you reach the Island where Ka Dingel has surfaced, you must use the Ocarina to call on your friend, the Earth Golem. Only with him can you reach the tower. As soon as you arrive, Boomerang and Luceid attack you. They are no stronger than the last time you faced them, so you should have little trouble with them this time. Once you defeat them, Zeikfried sends a horde of demons to finish the job that Boomerang could not—and to finish off Boomerang too! Amazed by the power of your party and stunned by the fact that Zeikfried has abandoned him, Boomerang agrees to hold off the demons while you enter the tower. If you leave the tower at any point, all you will see of Boomerang is his Sabre Fang.

Once inside, pass through either door to the left or right and pick up two Mega Berries from the chests and proceed upstairs to the middle of the outer room. First, go through the door on the left. Follow this path south and to the left. When you arrive at two doors—one leading north, the other south—take the door to the north first. Beyond the door is a wall that Rudy can break with his Bombs. Activate the switch and return to take the southern door. Get the Lucky Card and the Nectar in the chests. You then find yourself at a staircase which leads to an open door to the next section.

In this new section, go to the north and activate the switch. You see a statue appear on the level below you. Follow the path south and all the way around until you reach a room with four chests and three doors. The left door leads nowhere and the middle door is blocked. Take the right door to find two more chests in the room where the statue appeared. Move the statue over the red square. You hear a chime and discover that the door that was blocked before is now open.

Go through the middle door into the next area and find two chests and a path that leads to a room with four exits. Staircases on either side of you lead to two doors, and there are doors directly to your left and right on the bottom floor. There is a sealed door and another red square (without a statue this time) behind the door to your immediate left. If you go up the left staircase and enter the room, you

find the statue you need below (along with some goodies, too). Push the statue into the hole and return to the previous room. Pushing the statue onto the red square does nothing this time. Push it to the northwest corner of the room across from the other statue. This opens the door.

As you follow this path, you come across three switches and see three sealed doors below. As you step on each switch, the corresponding door opens below, giving you access to a room that has two levers and a sealed door inside. The left lever activates the middle and left switches above, and the right lever activates the right and middle switches. Move to the right of where you started this section and jump down to reach the area with the sealed door below. Activate the left and middle switches with the left lever. The left lever closes the two doors you opened and traps you in the room, but the sealed door to the next section is now open.

Get the Ambrosia on the walkway to the south and return north to follow the pathway there. Get two more chests and enter a room with another chest, a sealed door, and a purple crystal. Bomb the crystal and it begins to glow. The door opens.

Follow the path outside. You end up in a room that looks like a mirror of the room you just left, except with two purple globes inside this time. Bomb the first globe and the purple barriers drop. When you bomb the second one, the barriers come back up. Do not be tempted to use the Watch in this case because the door will not be open when you reappear. Instead, run down and pass the barriers before the Bomb goes off. Follow the path back to the left and you will find eight switches. Your mission is to get all of the levers facing right instead of left. Each lever you pull will move the two levers around it. If you pull each lever once, you will solve the puzzle and will be able to enter the next room.

You finally reach a Magic Encampment Symbol. Before you go upstairs, you should heal your party and be sure that the warriors are fully armed for the battle ahead. Alhazard awaits your arrival and plans to prevent you from advancing. When you face him this time, he doesn't wear his robe, and he is stronger than he was in the past. Watch out for his Alhazard Symphony. This weapon deducts over 1,000 Hit Points from each warrior. The Super Transmitted Mega Crush is stronger, but only affects one person at a time. Heal your party frequently, and you should have no problem defeating him. You also gain 10,000 Experience Points if everyone lives through the battle, and collect 10,000 Gella. Jack also learns his Double Attack Force.

Beyond Alhazard lies the Dimensional Elevator. This is a good place to return to Filgaia. You can enter Malduke now, but you will not be able to leave until you reach the end of the vast area. Travel through Ka Dingel isn't too hard once all the puzzles are solved.

# Ancient Arena II (Optional)

## Objective

✚ Look for another hidden surprise in the "Arena of Death."

## The Enemy

✚ Flash Boomerang

## Magic, Munitions, and More ...

✚ Divine Blade

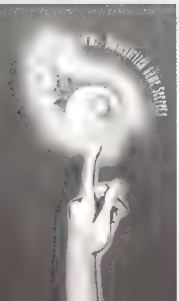
## Mission

If you happen to return to the Ancient Arena after entering the Ka Dingel, Boomerang appears and challenges you. He came back from Hell to fight some more, and you just happen to be at the wrong place at the wrong time!

Boomerang is a much tougher foe now than at any other time you faced him. His trip to Hell has taught him a few new techniques, and now Boomerang can withstand up to 60,000 Hit Points! He also uses Luceid as a blade to attack you and the Guardian Blade.

You want to come into this battle prepared. Unless your levels are extraordinarily high, go to the black market and buy several Goat Dolls. Equip each character with one Goat Doll. When one is used up in battle, immediately equip that character with another one.

Other than these additional precautionary measures, fight Boomerang as you normally would. The attack to watch out for is the Shadow Boomerang Maximum, as it causes severe damage to everyone. Once Boomerang is defeated, he leaves you with the Divine Blade, the strongest sword Rudy can use.



## The Leviathan

Before heading off to finish the game, make a special trip to find one of your more elusive enemies: The Leviathan. She can be located south of Saint Centour in the diamond shaped deep water patch. The Leviathan is a tough foe, as her 50,000 HP attest to, but is susceptible to the Spark spell. At her disposal are a variety of attacks

including the Trident, Aurora Destruction, Deep Sea Cyclone, and Reactor Torpedo—so stay awake! Avoid using the Courage Rune or Water Magic Heal unless you wish to revive her. Once she's defeated, you'll gain 10,000 EP and 8,000 Gella.

# Malduke

## Objective

- Find another manmade civilization of 1,000 years ago.

## The Enemy

- Fesel Zein
- Tzar Zein
- Doomsday
- Cyclops
- Residential Area
- Humpty
- Dumpty
- Ripper
- Nosferatu
- Statue Area
- Delowbunny
- Ose
- Colonzon
- Lucifer
- Mine Area
- Gasnoid
- Python
- Eldersink

## Magic, Munitions, and More ...

- Nectar
- Bullet Clip
- Arch Smash ARM
- Silver Blade
- Princess Rod
- Violator
- Jolla Poncho
- Assault Coat
- Filgaia Robe
- Magic Carrot
- Ambrosia

## Mission

The first problem you encounter in Malduke is the expansive generators. Place a Bomb as close to the generator as possible between two of the covered areas. This placement is close enough to destroy the generator, but far enough away not to damage our heroic trio. Next, go downstairs to the left. Take the Nectar and, using Rudy's Punching Glove, punch the purple post across the chasm. Swing across the chasm and pull the lever in the next room. This lever deactivates the primary security system. Leave the room and go downstairs on the right side of the main room.

In this room, you see a large pipe and a door to your left. Walk through the pipe, and collect a Bullet Clip and the Arch Smash ARM for Rudy. Return to the last room and take a left. Follow this path all the way to the left and go through the door at the end of the hall. Activate the lever, and you should find the Guitar of Maya. This is Jack's fourth tool, and it can be used to make an enemy of that area attack immediately. In the middle of the hallway, there is a path that goes up and down. Take the path down first. You come to an area with big flashing Xs on the ground. Use Hanpan to eliminate these. Enter the big tube, and pull the lever inside. The door on the level below opens. Return to the hallway with four exits and go up the path in the middle of the hall this time. This route leads to the room where the door was opened.

Destroy the Xs and go through the pipe maze. You should find five chests with new weapons for everyone. Take a path to the right, head all the way to the north, and then go south. You arrive at the statue you saw in the room before. Accept the statue's challenge, and Jack faces two Fesel Zeins. Defeating them is no different from before. They only cause minor damage, so just heal Jack with berries if your Hit Points fall below the amount of damage they can cause per turn. (A good rule of thumb is to maintain your HP over 1,000 at all times.) After defeating these Fesel Zeins, Jack learns the ultimate Fast Draw Technique.

From here, exit from the maze. Reenter the pipe, head to the top, take a left, and go down from there. Take the first opening you see, which leads to the stairs. When you arrive at the next room, destroy the Xs, and then equip Jack with the Grappling Hook. From the center of the bridge, take one step to the right, while remaining on the center tile. Walk across the bridge, and, as you reach the last plank, use the Grappling Hook to swing across.

In the next area, you find three altars in honor of the ruler of Malduke. He desires three offerings—his eyes, his wings, and his arms. These three keys give you access to the next area. Also, there are two levers with three unusual circles next to the save point to your right. Beyond this room is a teleporter, which was turned on by the levers. The right lever takes you to the Residential Area, the left lever to the Statue Area; activate both levers to access the Mine Area.

### Residential Area (Green)

In the Residential Area, there is a town, a town seemingly no different from any other town in Filgaia. As you approach the houses, you now see that town is abandoned. But you hear voices! Every house seems to provide you with a clue as to where the treasure may be found. But do you remember the clue from the stone tablet? "The whole town is a lie." That clue is not about the town itself, but the people within the town. Each clue is designed to lead you on an endless, futile journey. You do not need clues on where the treasure is, but clues on where it isn't.

When one of the townspeople finally says the treasure is not in the cemetery, you know that it actually is there. Go to the back of that building from the point where you entered the town to find the cemetery. Use Rudy's Radar to find the treasure. When you fight Humpty and Dumpty, concentrate your attacks on Dumpty first. He has all the spells that can hurt you. Then you may take your time to eliminate Humpty, who only knows how to cast defensive spells. Once you have the wings, go back to the teleporter to return to the Traffic Area, the area of Malduke in which you began.

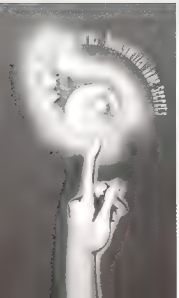
### Statue Area (Blue)

This area may seem large, but it is not too confusing if you know what to do. Go south until you enter the main room with the walkway (where you started). Look below to see lots of little rooms with blue doors and a few switches. First, go through the exit at the center in the bottom half of the room. Drop off the ledge, and make your way left and north. You should reach the ladder where a fallen block obstructs your path. Destroy it with some Bombs and climb the ladder. Make your way to the right and go through the exit in the upper-right corner. In this new room, go around to the bottom right corner to exit. You should see a wall switch which makes the red doors appear. Go south and you'll end up back at the bottom left of the main room go to the bottom of the stairs on the right side of the room. Bomb that block also.

Make your way back around to the stairs on the other side and climb down to activate the switch on the left side. This will move one of the statues in the middle of the floor. Grab the three chests on your way back to the wall switch on the right and activate it again. Now go up the left-hand stairs, down the right-hand stairs, and activate the second switch. Now you can make your way past the statues to claim the second key, the ARMs. But before you leave, there is one last order of business: Go back to the wall switch and activate it one last time. You need the Blue Doors to be gone. In that room, use Cecilia's watch to get up to the three chests. You will find a large circle engraved in the ground with a fire in it. Use the Vase to put out the fire and Jack's Guitar to summon the Lucifer Golem. Lucifer is one of the hardest enemies in the game, as his special attacks cause tons of damage, including one that inflicts over 3500 hit points on your whole party. If you want to beat him, use your Goat Dolls, your Ambrosia, Nectars, and Cecilia's Life Guard spell. He has 50,000 Hit Points, so you'll need a lot of good strong attacks to defeat him. While Jack's Hyper, use his Magnum Fang, to do about 5000 points damage and use Rudy's most advanced ARM. Defeating Lucifer gives you a Jade Wilder—Jack's strongest Body Armor.

### Mine Area (Red)

In the Mine Area(red) the level fans out as you go lower down. Each door you take will lead to two doors or paths. One on your right and one to your left. At the bottom you will usually find chests with eyes in it. You can only pick up one eye at a time. When you have one, you cannot open any of the other chests until you put the eye you have back in the chest you found it in. There is only one true eye found by following the path from the first room with the stone tablet to the left, then left again. This room will branch out and have two openings at the bottom. The eye your looking for is on the right. To verify you have the proper artifact, return to the room with the stone tablet. From there, walk right and then take the next left. Here you can appraise your prize: A red flash means that the eye is fake, and a blue flash means it's the real one. You don't need to go anywhere else in this section. If you encounter Eldersinks, use Jack's Trickster technique to get Mega Berries from them. They're not that hard to defeat, and you can use all the Mega Berries you can get. Leave the testing room by following the stairway at the bottom side until you reach a large circle with a fire in the middle of it. Use the Magic Vase to put out the fire and the Guitar to call Golem Sado into battle. Sado has four special attacks which he uses. The Megid Flame and Black Hole Bullet will each do about a 1000 points of damage per character. The Evil Quasar will do the same but affect the whole party. However, what you should really look out for is the Armageddon—a group attack that causes each person 2000 points damage. Beware, or you'll quickly lose your whole party. Sado 50,000 hit points, so keep your hit points up. Defeating him will yield experience, Gella, and Rudy's strongest body armor—the Braver Vest.



Now that you have all three keys of Malduke, you can go to the altars and make an offering. Follow the corridor until you get a place where the spotlight pans around the room. There you will find an Ambrosia—and no way out. Let the spotlight catch you.

When you are spotted, an alarm will sound and the Golem, Berial will be sent for you. Don't worry, he is much easier than the previous vermin you have recently faced. Keep your Hit Points maxed because he has 40,000 Hit Points, but outside of that you should have no problem with him. His Pile Bunker attack does a fair amount of damage, but only to one character at a time. Now that he's dispatched, use his entrance. Now use the Dimensional Elevator in the room on the right to return to Ka Dingel. This is your only chance to leave, so decide wisely. If you have decided to stay, it is off to the Malduke Central Control.

As you enter, you get a good view of Filgaia. Zeikfried awaits at the controls of the city. Engage him, but don't use all of your resources. He isn't any tougher than the last time you met, except now his normal attack hits everybody for about 900 points of damage. This time have Cecilia conserve her preventative spells for the battle to come. Zeikfried only has 30,000 Hit Points and doesn't do enough damage to kill characters if you are healing. When he is defeated, he will activate the device anyway. Then darkness will cross the lands of Filgaia and Zeikfried will show his true form—the form of his hated parent, Motherfried! Don't be afraid, Motherfried's attacks aren't as powerful as some of the Golems' you've already faced. You can expect to be hit with the same Rainbow spell that Cecilia uses. Keep everybody's Hit Points over 2,000 and you shouldn't have any problems at all.

Once defeated, Motherfried goes flying out into space, but Filgaia is still engulfed in darkness. The energy of the Tear Drops shine forth and the Guardians join their powers with Cecilia to rid the land of darkness. Tranquility is restored so our heroes begin their journey back home only to find that Ziek Tuvai won't let them get away that easily. Zeikfried managed to separate himself from Mother, and returns to exact revenge. You will find Ziek's new attack extremely deadly but can easily be avoided. He uses the Fatal Blow attack. Be sure to have Cecilia cast Soul Guard on everyone and you'll be fine. This is the final battle, so don't hoard any of your remaining items. If you have Nectars, Ambrosia, Goat Dolls, and the like, now is the time to use them. When you defeat Ziek Tuvai, he will be convinced that the unstable space in the portal should be enough to destroy your party. You will be surprised to find that the heroes magically teleport to the ground, safe and sound. The Tower of Ka Dingel is now ready to explode and take out everything near it. At the cost of its own spirit and body, the Earth Golem will suddenly sacrifice himself for those he cared for. Now the Earth Golem sleeps again, maybe forever this time. Rudy and Jack leave Adelhyde to follow their own destiny, as does Cecilia as the leader and new queen of Adelhyde. Before they leave, Hanpan reads Cecilia's note to Rudy. What could it possibly say?

Watch the ending, but don't turn off your game. You'll be treated to the ending credits shown in movie fashion and filled with art from the game you won't see anywhere else.

Congratulations on completing a long and difficult adventure!

# Chapter 3 Magic

WHEN YOU VISIT A WIZARD IN ANY TOWN, and you have Crests in your possession, you will be able to bind spells to your Crest. You can choose White or Black Magic to bind to your Crest. For the most part, White Magic acts as a defensive measure, while Black Magic is primarily offensive. As you collect more Crests, you will have more spells at your disposal.

The power of the spell depends on the strength and ability of the caster. Once you bind a spell to your Crest, you can dissolve or clean the spell from your Crest at any time. Once you dissipate a spell, the Crest is clean, and you can bind any other spell to the Crest. Binding spells to and dissipating spells from your Crests are free! You can change your magic arsenal at any time. When you enter a new area, analyze the monsters, so you can make the best plan for your magic. Happy casting! Happy hexing!

## TABLE 3-1. WHITE MAGIC

| SPELL | MP | RECIPIENT (TARGET) | EFFECTS |
|---|---|---|---|
| Shield | 2 | Ally | Increases defense by 50% |
| Suction | 3 | Ally | Absorbs magical attacks as Magic Points |
| Hide | 5 | Ally | Avoids enemy attack |
| Protect | 2 | Ally | Increases Magic Resistance |
| Curse | 1 | Party | Increases monster encounters |
| Light Blow | 2 | Ally | Increases Holy damage on attack |
| Rage | 4 | Ally | Increases all attributes by 10% |
| Dark Blow | 2 | Ally | Increases Evil damage on attack |
| Reflect | 6 | Ally | Reflects enemy spells |
| Escape | 8 | Party | Warps to dungeon entrance |
| Quick | 3 | Ally | Increases Response Rate by 50% |
| Air Screen | 4 | Ally | Increases Parry Rate by 25% |
| Revive | 12 | Ally | Heals and removes adverse effects |
| Awaken | 2 | Ally | Nullifies Sleep Spell |
| Field | 2 | Party | Reduces enemy attacks by 50% |
| Heal | 3 | Ally | Recovers partial Hit Points |

## Table 3-2. Black Magic

| Spell | MP | Recipient (Target) | Effects |
|---|---|---|---|
| Break | 4 | Enemy | Attacks enemy with powerful Earth Magic |
| Slow Down | 3 | Enemy Group | Reduces their Response Rate by 50% |
| Sleep | 4 | Enemy Group | Puts the weak minded to sleep |
| Arm Down | 3 | Enemy Group | Reduces their Defense by 50% |
| Flash | 2 | Enemy Group | Decreases enemy's Parrying Ability |
| Flame | 4 | Enemy | Attacks enemy with Fire Magic |
| Confusion | 2 | Enemy | Lessens an enemy's chance to hit |
| Blast | 8 | Enemy Group | Hits enemies with a powerful Blast |
| Valkyrie | 10 | Enemy Group | Hits all enemies with a Random Spirit Attack |
| Silence | 4 | Enemy Group | Prevents enemy group from casting spells |
| Vortex | 4 | Enemy | Attacks single enemy with Wind Magic |
| Spark | 8 | Enemy Group | Attacks enemy group with Thunder Magic |
| Analyze | 1 | Enemy | Displays enemy's attributes |
| Dispel | 3 | Enemy | Cancels a current spell cast by enemy |
| Prison | 6 | Enemy | Prevents enemy from attacking |
| Freeze | 4 | Enemy | Attacks enemy with powerful Water Magic |

To the southeast of the Demon's Lab is the Isolated Guild. If you find this Guild, you can use the following spells.

## Table 3-3. White Magic

| Spell | MP | Recipient (Target) | Effects |
|---|---|---|---|
| Hi-Shield | 8 | Party | Increases Defense 50% |
| Hyper | 12 | Ally | Doubles attack power |
| Invisible | 8 | Party | Decreases encounter rate |
| Life Guard | 30 | Ally | Prevents exhaustion |
| Counter Up | 6 | Ally | Counter Rate increases 25% |
| Bomb | 6 | Ally | Automatic bomb counterattack |
| Soul Guard | 18 | Ally | Prevents Fatal Blows |
| Anti-Magic | 12 | Party | Creates Anti-Magic Field |
| Hi-Reflect | 20 | Party | Creates Reflect Magic Field |
| Dummy Doll | 6 | Ally | Creates a barrier around the character |
| Teleport | 12 | Party | Warps to known town |
| Lock State | 15 | Party | Locks status against enemy magic attacks |
| Hi-Revive | 40 | Ally | Revives member and recovers full Hit Points |
| Remedy | 12 | Party | Recovers partial Hit Points |
| Restore | 4 | Ally | Cures abnormal states |
| Hi-Heal | 12 | Ally | Recovers all Hit Points |

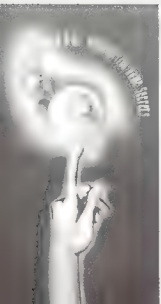
## Table 3-4. Black Magic

| Spell | MP | Recipient (Target) | Effects |
|---|---|---|---|
| Hi-Break | 15 | Enemy Group | Powerful Earth Magic Attack |
| Eraser | 5 | All Enemies | Erases all Attributes |
| Life Drain | 20 | Enemy Group | Absorbs enemy Hit Points |
| Saint | 15 | Enemy | Powerful Holy Attack |
| Rainbow | 15 | Enemy | Attacks with all 7 Attributes |
| Hi-Flame | 15 | Enemy Group | Powerful Fire Attack |
| Darkness | 15 | Enemy | Powerful Evil Attack |
| Hi-Blast | 22 | All Enemies | Hits all enemies with a Powerful Blast |
| MP Drain | 1 | Enemy Group | Absorbs Magic Points |
| Lucky Shot | 30 | Enemy | May or may not do serious damage to enemy |
| Hi-Vortex | 15 | Enemy Group | Powerful Wind Attack |
| Hi-Spark | 22 | All Enemies | Powerful Thunder Attack |
| Banish | 12 | Enemy | Lowers Hit Points and Abilities |
| Randomizer | 12 | — | Random Magic Effect |
| Hi-Prison | 18 | Enemy Group | Seal in banned area |
| Hi-Freeze | 15 | Enemy Group | Powerful Water Attack |

# Chapter 4 Monsters Compendium

## Your Enemies

| Monster Name | Hit-Points | Weakness |
|---|---|---|
| Acid Bunny | 1780 | None |
| Aipeloss | 85 | Fire |
| Alfase | 2000 | Water |
| Alraune | 900 | Fire |
| Amon | 1300 | Holy |
| Amplifier | 1600 | Holy |
| Antlion | 800 | Wind |
| Aqualeeper | 650 | Thunder |
| ArmorDrake | 4000 | None |
| Aspick | 2500 | Fire |
| Bafomet | 2500 | Holy |
| Balloon | 35 | Holy |
| Basilisk | 420 | None |
| Ballotfish | 420 | Thunder |
| Bellzebob | 1800 | Holy |
| Blk Sabath | 1800 | None |



| Items Carried | Special Attacks/Magical Spells |
|---|---|
| Confusion | |
| — | Mind Damage |
| Full Revive | Flame Tongue, Hi-Flame |
| Potion Berry | Forgetful Pollen |
| Nectar, Demon Ring | Minus Flare, Powerful Blow |
| Magic Carrot | Confusion, Slow Down, Silence, Sleep |
| Potion Berry | Heal |
| Potion Berry | Watergun, Hi-Freeze |
| — | Powerful Blow, Paralysis Purple Electric Revised |
| — | Stun Cloud |
| Magic Carrot | None |
| — | None |
| — | Stun Cloud |
| — | None |
| Heat Salve | Gas Cloud |
| Medicine | Fatal Blow |

| Monster Name | Hit-Points | Weakness |
|---|---|---|
| Blood Horn | 2000 | Holy |
| Blue Book | 13 | Fire |
| Bost baboon | 900 | Thunder |
| Catobrepas | 2200 | None |
| Cavetaurus | 500 | Water |
| Ceracenian | 600 | Fire |
| Christine | 300 | Holy |
| Cockatrice | 150 | None |
| Colonzon | 2000 | Holy |
| Critter | 50 | Holy |
| Crawly | 20000 | Water |
| Cybergeist | 800 | Holy |
| Cyclops | 5000 | Thunder |
| Dan Tarian | 1600 | Holy |
| Deepone | 1000 | Thunder |
| Dekarabia | 1000 | None |
| Delowbunny | 1000 | None |
| Devonova | 2100 | Water |
| Diefighter | 1000 | Fire |
| Doomsday | 30000 | None |
| Dryad | 90 | Fire |
| Duelgull | 1200 | None |
| Dumpty | 2500 | None |
| Durahan | 3000 | Holy |
| Eldersink | 2800 | Fire |
| Enpusa | 50 | Thunder |
| Evrenome | 5000 | Holy |
| Evil Dead | 1300 | Holy |
| Fafneil | 6000 | None |
| Fairylight | 1000 | Thunder |
| Faller | 1200 | Fire |
| Fankelvine | 2400 | None |
| Fesel Zein | 3200 | Thunder |
| Fiend | 500 | Holy |
| Flurity | 1500 | Fire |
| Frauloss | 400 | Holy |
| Gagison | 20 | Fire |
| Gallowbear | 150 | None |
| Gamizine | 6000 | Holy |
| Garum | 800 | Water |
| Gasnoid | 3500 | Fire |

| Items Carried | Special Attacks/Magical Spells |
|---|---|
| Violet Rose | None |
| Mage Staff | Slow Down, Freeze |
| Bullet Clip | Flash |
| Heat Salve | None |
| Heal Berry | Earth Shaker |
| Violet Rose | Rock Gazer |
| Pinwheel | Brutal Blow, I Hate You |
| — | None |
| Mega Berry | Zero Armor Attack, Cut Down |
| Magic Carrot | None |
| Ambrosia | Mind Damage, Poison Breath |
| — | Powerful Blow, Fatal Blow |
| — | Mysterious Ray, Shriek |
| Magic Carrot | Saint, Hi-Flame, Rainbow, Hi-Freeze |
| — | Brtual Blow, Watergun |
| — | Break, Sleep, Freeze |
| — | Delowbunny is Restless |
| Revive Fruit | Fire Breath, Brutal Attack |
| Roundshield | Poison, Heal |
| Ambrosia | Organism Laser, Graviton |
| Antidote | Poison |
| Heat Salve | Paralysis, Sleep |
| — | Ice Needle, Inferno, Keen Silf |
| — | Powerful Blow, Confusion |
| Mega Berry | Dark Ray |
| Heal Berry | Body Power Steal |
| Boom Getter, Light Shroom | Brutal Attack |
| — | Shriek |
| — | Poison Breath |
| — | None |
| Medicine | None |
| Bullet Clip | Cut Down |
| — | Powerful Blow, Earth Shaker |
| — | Stardust |
| Magic Carrot | Hi-Freeze |
| Heat Salve | Body Power Steal |
| Medicine | Disease |
| Heal Berry | Bear Hug |
| Magic Carrot | Shriek |
| Potion Berry | Fire Breath |
| — | Fatal Blow, Invade |

| Monster Name | Hit-Points | Weakness |
|---|---|---|
| Geldam | 700 | Fire |
| Gemstone | 150 | Holy |
| Ghoul | 1000 | Holy |
| Gigaflame | 10000 | Water |
| Gigafrost | 10000 | Fire |
| Gillmore | 1500 | Thunder |
| Griffin | 1500 | None |
| Gnome | 2600 | None |
| Goblin | 40 | None |
| Gomoratoad | 120 | Fire |
| Gremlin | 620 | None |
| Haborim | 550 | Holy |
| Hammertail | 500 | Thunder |
| Harpy | 85 | Earth |
| Hayokonton | 28000 | None |
| Hazenberg | 2200 | Holy |
| Hecarde | 900 | Thunder |
| Hell Diver | 5000 | Earth |
| Hermit Crab | 500 | Thunder |
| Hobgoblin | 200 | None |
| Hopedia | 1000 | Holy |
| Hornedhelm | 800 | Thunder |
| Humpty | 2400 | None |
| Hydra | 2000 | Fire |
| Imp | 450 | Holy |
| Iron Maiden | 700 | Thunder |
| Jacklanton | 800 | Evil |
| Javawalk | 40000 | None |
| Jellyblob | 60 | Fire |
| Kaim | 2000 | Earth |
| Karon | 2400 | Fire |
| Kelbim | 1500 | Evil |
| Largon | 18000 | Thunder |
| Larva | 400 | Holy |
| Leprechaun | 800 | None |
| Lizardman | 120 | Water |
| Madangler | 600 | Thunder |
| Mandragora | 3200 | Fire |
| Mechsquito | 1100 | Holy |
| Medea | 10000 | Holy |
| Mecluis | 400 | Thunder |
| Miann | 500 | None |
| Miconid | 600 | Fire |

| Items Carried | Special Attacks/Magical Spells |
|---|---|
| — | Poison |
| — | Shield |
| — | I Hate You, Shriek |
| Mega Berry | Hi-Flame, Paralysis |
| Mega Berry | Hi-Freeze, Paralysis |
| — | Body Power Steal, Hi-Freeze |
| — | Powerful Blow |
| Rune Staff | None |
| — | None |
| — | None |
| Bullet Clip | Arm Down |
| Magic Carrot | Hi-Flame |
| Revive Fruit | None |
| — | Disease, Pickpocket, Poison |
| Duplicator | Direct Voice, Human Experimentation |
| — | None |
| Potion Berry | Crystal Storm, Mind Damage |
| Revive Fruit | Gamma Ray, Paralysis |
| — | Zero Armor Attack |
| Heat Salve | Brutal Attack |
| — | Dangerous Object 666 |
| — | Brutal Attack |
| — | Hi-Heal, Hi-Shield |
| Full Revive | None |
| Toy Hammer | Vortex, Silence |
| — | Hi-Shield |
| Holy Symbol | Spontaneous Combustion, Flash, Darkness |
| — | Antimatter Bomb, Disease |
| — | None |
| Wind | Edge |
| — | Star Dust |
| Holy Ring | Saint |
| — | Oxygen Destroyer |
| Antidote | Poison |
| — | Silence |
| — | None |
| — | Brutal Attack |
| — | Shriek, Paralysis, Thorn |
| — | Magic Carrot Valkyrie, Silence |
| — | Hi-Flame, Human Experimentation, Hi-Heal |
| Potion Berry | Mind Damage |
| Potion Berry | None |
| Potion Berry | None |

| Monster Name | Hit-Points | Weakness |
|---|---|---|
| Minatous | 5000 | Water |
| Minion | 240 | Holy |
| Mystic Spot | 2000 | None |
| Naga | 1600 | Thunder |
| Necronomic | 1200 | None |
| Nemesis | 3000 | Holy |
| Niebass | 1500 | Holy |
| Nightmare | 520 | Holy |
| Nosferatu | 2000 | Holy |
| Orc Lord | 1000 | None |
| Ose | 1600 | Holy |
| Pillbug | 15 | Water |
| Prisoner | 1200 | Holy |
| Pumpknhead | 1300 | Evil |
| Python | 5500 | None |
| Rachael | 200 | Holy |
| Raidbuster | 700 | Thunder |
| Rat Monkey | 20 | Holy |
| Ripper | 2000 | Holy |
| Riversider | 65535 | Fire |
| Roar | 1500 | Holy |
| Sand Beast | 600 | None |
| Samdscisor | 300 | Wind |
| Sand Stag | 3000 | Wind |
| Scarecrow | 120 | Holy |
| Screamer | 200 | Holy |
| Shelzaurus | 1500 | None |
| Shrieker | 250 | Fire |
| Siren | 440 | Thunder |
| Skeleton | 22 | Holy |
| Snatcher | 1400 | None |
| Sommerell | 1500 | Thunder |
| Sphinx | 150 | None |
| Stanga | 800 | None |
| Stoker | 1000 | Holy |
| Stormdrake | 1800 | Water |
| Stux | 1500 | None |
| Sworkassi | 2500 | Holy |
| Tailmooze | 800 | Water |
| Talgium | 800 | Fire |
| Tatzelbelm | 70 | Water |

| Items Carried | Special Attacks/Magical Spells |
|---|---|
| Full Revive | Brutal Attack, Minus Flare |
| — | None |
| — | Silence, Mystic Spot is Restless |
| Potion Berry | Poison, Fatal Blow |
| None | Inferno, Keen Silf, Gaia Crush, Ice Needle, Forbidden Spell |
| Mega Berry | Dark Ray |
| Magic Carrot | Heal, Hi-Blast, Confusion |
| — | Sleep, Gravity Gas |
| Magic Carrot | Dark Ray, Dangerous Object 666 |
| Potion Berry | Hi-Break, Hi-Shield, Remedy, Sleep |
| — | Darkness |
| — | None |
| Antidote | Cut Down |
| Magic Carrot | Flash, Fireball |
| — | Cut Down, Evil Eye |
| Pinwheel | Confusion |
| — | None |
| — | None |
| My Grand Hat | Life Drain |
| — | Brutal Blow |
| Mega Berry | None |
| — | None |
| — | None |
| Brutal Attack, Hi-Break | |
| — | Brutal Attack |
| Bandana | Spark |
| Disease | |
| Toy Hammer | Shriek |
| Antidote | Maelstrom, Gella Eater |
| Arctic Blade, Heal Berry | None |
| Heat Salve, Potion Berry | None |
| — | None |
| — | None |
| Heat Salve | Paralysis |
| Cross Cloak | Brutal Blow |
| — | Purple Electric Revised |
| Nectar | None |
| — | Gella Eater, Pickpocket, Cut Down, Sworkassi is Restless |
| Heal Berry | Poison, Infrastrike |
| — | Rainbow |
| | Flame Tongue |

| Monster Name | Hit-Points | Weakness |
|---|---|---|
| Tereon | 1500 | Holy |
| Tiny Edge | 100 | None |
| Toadstool | 250 | Fire |
| Tortoise | 300 | Fire |
| Trickster | 1200 | Holy |
| Trifed | 900 | Fire |
| Tzar Zein | 3200 | Thunder |
| Ukoback | 620 | Water |
| Urchinbug | 500 | Water |
| Urunge | 12000 | None |
| Valkyrie | 1400 | Evil |
| Vampire | 520 | Holy |
| Venom Bear | 800 | None |
| Wight | 300 | Holy |
| Will-'o-wisp | 1100 | Thunder |
| Wiseman | 1800 | Holy |
| Witch Doctor | 1800 | Holy |
| Wizard | 1000 | Holy |
| Wojanoid | 3000 | Fire |
| Wraith | 420 | Holy |
| Wyvern | 1440 | Earth |
| Zoa Zein | 2000 | Thunder |
| Zonemaker | 1000 | Holy |

# The Bosses

| Monster Name | Hit-Points | Weakness |
|---|---|---|
| Agaless | 20,000 | Thunder |
| Alhazard(Sacred Shrine) | 9,000 | — |
| Alhazard(Ka Dingel) | 30,000 | — |
| Angol Moa | 60,000 | — |
| Barbados | 42,500 | Wind |
| Belselk(Adlehyde) | 2,000 | — |
| Belselk(Volcannon) | 10,000 | — |
| Berial | 40,000 | — |
| Boomerang(Epitaph) | 15,000 | — |
| Boomerang(Dead San.) | 12,500 | — |

| Items Carried | Special Attacks/Magical Spells |
|---|---|
| — | Cut Down |
| — | Fatal Blow |
| — | Mycelium |
| — | Watergun |
| Antidote | Cut Down, Paralysis |
| Potion Berry, Light Shroom | Powerful Blow, Hi-Shield |
| — | Energy Phaser, Guard, Powerful Blow |
| — | None |
| — | None |
| None | Brutal Blow, Paralysis |
| — | Holy Light, Pickpocket |
| — | Life Drain |
| Antidote | None |
| — | Paralysis |
| — | None |
| — | Inferno, Gaia Crash, Ice Needle |
| Demon Ring | Human Experimentation |
| Magic Carrot | Hi-Blast |
| Heat Salve | Hi-Freeze, Water Gun |
| — | Fatal Blow |
| Revive Fruit | Disease, Gamma Ray |
| — | Powerful Blow, Guard |
| — | Heal, Silence, Confusion |

| Items Carried | Special Attacks/Magical Spells |
|---|---|
| — | Super Sonic Bullet, Arm. Down |
| — | Electrigger, Esperanza |
| — | Alhazard Symphony, Super Transmitted Mega Crush, Slow Down |
| Juggernaut | Silence, Guard, The 7th Moon |
| Bullet Clip, Dist Dims | Geo Storm, Linear Rail Cannon, Acid Missile, Land Master |
| — | Disrupting Flail, Spinning Flail, Come and Get Me(Taunt) |
| — | Belselk Breaker, Disrupting Flail, Blaster Howling |
| — | Arm Down, Pile Bunker, Genocide Flare, Blade Lance |
| — | Boomerang Dynamic, Crescent Fang |
| — | Double Boomerang, Crescent Fang |

| Monster Name | Hit-Points | Weakness |
|---|---|---|
| Boomerang Flash | 60,000 | — |
| | | |
| Captain Geist | 10,000 | Holy |
| Chaos | 8,000 | — |
| Demon Prophet | 25,000 | — |
| | | |
| Diablo | 25,000 | Water |
| Elizabeth | 12,500 | Holy |
| Gigamantis | 7,000 | — |
| Harken(Dragon Shrine) | 12,500 | — |
| Harken(Demon Lab) | 15,000 | — |
| Harken(Arctica Castle) | 17,500 | — |
| Leviathon | 55,000 | Thunder |
| Lolithia | 15,000 | Fire |
| Luceid(Epitaph) | 10,000 | — |
| Luceid(Dead San.) | 10,000 | — |
| Lucifer | 50,000 | — |
| Mage Fox | 10,000 | — |
| Magtortous | 2,000 | — |
| Mech Drake | 37,500 | — |
| Mother | 15,000 | — |
| Motherfried | 42,500 | — |
| Night Gaunt | 7,500 | — |
| Nelgaul | 250 | — |
| Orga Widow | 5,000 | — |
| Rago Ragla | 65,000 | — |
| Sado | 50,000 | — |
| Shazam | 30,000 | — |
| Turask | 20,000 | — |
| Zed(Sweet Candy) | 7,500 | — |
| Zed(Volcannon) | 10,000 | — |
| Zed(Monster Z)(Centour) | 52,500 | — |
| Zeikfried(Gate Gen.) | 22,500 | — |
| Zeikfried(Malduke) | 30,000 | — |
| Zeik Tuvai | 50,000 | — |
| Zombie | 750 | — |

| Items Carried | Special Attacks/Magical Spells |
|---|---|
| Divine Blade | Shadow Boomerang Maximum, Evil Sword Luceid, Zero Count Execution |
| | Stun Cloud, Banishing Buster Armor |
| — | Sleep, Gamma Ray, Purple Electric, Silence |
| — | Rudy Will be Whipped, Jack Will be Flamed, Cecilia Will be Stuck in Ice, Hell Size Masquerade |
| — | Crimson Storm, Rolling Attack, Flame Shooter |
| | Zero Armor Attack, Silence, Flash Bomb, Darkness |
| — | Mantis Fist, Zero Armor Attack, Thunderbolt |
| — | Laser Silhouette, Blade Guilty |
| — | Harken Tempest, Astral, Magnum Fang |
| | Magnum Fang, Harken Tempest, Asrael |
| Pret-a-Port, Bullet Clip | Trident, Reactor Torpedo, Aurora Destruction, Deap Sea Cyclone |
| | Cold Sleep, Absolute Zero |
| — | Black Fang |
| — | Purple Electric, Large Moon, Black Fang |
| Jade Wilder | Photon Bowgun, Sephirto, Beam Fencer |
| — | Valkyrie, Blast |
| — | EM Laser |
| | Silence, Resonance Wave, Laser Breath |
| — | Neregate, Als Magna, Hermes Toris Meis |
| | Rainbow, Sayfert's Galaxy, Inferno |
| — | Mysterious Ray |
| | Brutal Attack |
| — | Poison |
| Sheriff Star | Zero Armor Attack, Poison Breath, Volcanic Bomb |
| Braver Vest | Evil Quasar, Megid Flame, Armageddon, Black Hole Bullet |
| — | Keen Silf, Dark Ray, Shriek |
| — | Shield, Horn Spike, Cut Down, Poison Breath |
| | Doom Bringer, Garyu Ichimongiri |
| — | Doom Bringer, Garyu Ichimongiri, Ougi Kyoujin-Ranbu |
| Doom Bringer | Doom Bringer, Kinjite Yasha-Ichimonji, Gaia Crush, Hiji Kajin-Eisatsu |
| — | Zeik Impulse, Glumzamber, Negative Rainbow |
| — | Zeik Impulse, Hi-Shield, Negative Rainbow |
| — | Fatal Blow, Proton Beam |
| | Rotten Breath |

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